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BLACK ARROW



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Tom Clancy's
RAINBOW SIX 3
BLACK ARROW™

PRIMA OFFICIAL GAME GUIDE

Michael Searle

Prima Games

A Division of Random House, Inc.

3000 Lava Ridge Court
Roseville, CA 95661
(800) 733-3000
www.primagames.com

Tom Clancy's RAINBOW SIX 3[®] BLACK ARROW[™]

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Product Manager: Damien Waples

Project Editor: Tamar Foster

Layout & Design: Graphic Applications Group, Inc.

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Contents

Terrorize The Terrorists	4	Mission 4: Streets of Milan	81
Veteran Experience	4	The Briefing	81
Team U.S.A.	5	Guns & Ammo	82
Basic Training	6	Breaking The Barricade	83
Mission Possible	6	Bar Hopping	86
Supermen For Everyone	8	Crashing The Garage	88
Recon First	8	Sewer Scum	90
Brain vs. Machine	8		
Command and Conquer	8		
Zulu Delay	9		
Weapon X	9		
Mapping It Out	9		
Knock, Knock	9		
Two-to-One Advantage	10		
Smoking Can Kill	10		
Back To The Wall	11		
Experiment To The Max	11		
Advanced Combat Tactics	11		
Weapons Academy	16		
Assault Rifles	16		
Shotguns	18		
Submachine Guns	18		
Machine Guns	19		
Sniper Rifles	20		
Secondary Weapons	21		
Equipment	22		
Xbox Live	25		
Multiplayer Madness	25		
Multiplayer Maps	28		
Mission 1: Subway Station	44		
The Briefing	45		
Guns & Ammo	45		
Train Wreck	46		
Tunnel Vision	51		
Where's The Bomb?	55		
Mission 2: The Hotel	57		
The Briefing	58		
Guns & Ammo	58		
Storm The Hall	59		
Seeking the First Hostage	63		
Scouring for the Second Hostage	66		
Bag the Mastermind	68		
Mission 3: Back Alleys	70		
The Briefing	70		
Guns & Ammo	71		
Street Fighting	71		
Eliminate Colonel Magomedov	75		
Mission 4: Streets of Milan	81		
The Briefing	81		
Guns & Ammo	82		
Breaking The Barricade	83		
Bar Hopping	86		
Crashing The Garage	88		
Sewer Scum	90		
Mission 5: Nuclear Reactor	92		
The Briefing	93		
Guns & Ammo	93		
Control At All Costs	94		
Generation X	97		
Contain The Containment Center	99		
The Last Rush	101		
Mission 6: The Castle	104		
The Briefing	105		
Guns & Ammo	105		
Siege The Castle	106		
Museum Art of Warfare	111		
Hostage Rescue 101	112		
Save Dr. Zhilinski	115		
Mission 7: The Ruins	117		
The Briefing	117		
Guns & Ammo	118		
The Outer Defenses	118		
Pray for a Miracle	120		
An Ache in the Temple	123		
Into the Hideout	126		
Mission 8: Agora	128		
The Briefing	128		
Guns & Ammo	129		
Run for the Market	129		
Plans in Ruins	131		
Bombs Away!	134		
Mission 9: Military Base	137		
The Briefing	138		
Guns & Ammo	138		
To Catch a Train	139		
Rocket Plans	144		
Mission 10: Rocket Facility	147		
The Briefing	148		
Guns & Ammo	148		
Dirty Tricks	149		
Breaking into the Basement	151		
The Final Countdown	155		

○ Terrorize The ○ Terrorists



You play the leader of the Rainbow team, Ding Chavez.

The world has been overrun with terrorists. We don't know their name. We don't know their ultimate agenda. We don't know how far they're willing to go.

We do know they're very dangerous.



Whether storming a hotel or battling on the streets of Milan, your assortment of weapons is always up to the challenge.



Three men comprise the rest of your covert operations team.

That's where your special commando team of *Rainbow Six 3: Black Arrow* agents comes into play. You lead a team of three other special operatives to hamper and thwart global terror in all its ugly manifestations. Hostage situation in the Cannes? You infiltrate the hotel and eliminate the enemy. Nuclear missile set to launch into Europe? You deactivate the explosives and hunt down the perpetrators. When the world's threatened, your job is to put everyone at ease—with a permanent solution.



Terrorists are everywhere. You must be one step ahead of them at all times.

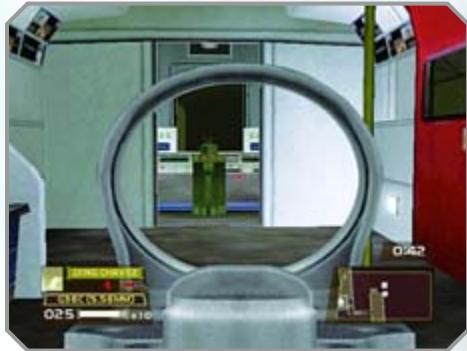
Your five senses won't be good enough to get you through the terror trials ahead. Not only will you have to be on top of your game—noticing a bit of movement in the shadows or picking out the creak of a floorboard—but you'll have to rely on combat-honed instincts to win the day.



Plenty of blood and explosions will fill each mission.

Terrorize The Terrorists

You can get a head start on developing your *Rainbow Six* instincts with a healthy helping of experience. **Chapter two** provides all the basic game strategies and also gets into the intricacies of fighting against savvy terrorists in unfavorable conditions. For those who want to know their M1 from their M4, or how to use a smoke grenade to maximum effect, flip over to the weapons details in **chapter three**. Fans of multi-player battles should turn to **chapter four** to get the full skinny on team tactics and online secrets.



Bomb scares are part of the business.

Or maybe you already have what it takes to identify and eliminate terrorists. Been through some scrapes and come away with just a band-aid to show? If you don't think you need strategy pointers, hop on over to **chapter**

five and read the ins and outs for each of the game's missions at veteran level. You're guaranteed to learn something—each walkthrough details enemy positions, terrorist tendencies, alternate scenarios, and the best route to completing each mission.

Team U.S.A.



Your team can tackle any sort of threat.

When things look dark, you bring the ray of hope to people in desperate need. Against the senseless and brutal aggression terror brings to the globe, you combat the evil with your weapons of justice and

mercy. No matter the mission, your team will be asked to do the impossible and make it look easy.



Out of the shadows, your team strikes with a vengeance.

Basic Training

Can you outperform James Bond and John Rambo? Do you have what it takes to command a secret mission or stay cool while the bullets whiz by your head? *Tom Clancy's Rainbow Six 3: Black Arrow* is all about what you can do in combat, and more importantly, what you and your team can do in combat. Whether you've weathered a war like Patton or it's your first field mission, the following chapter can help you learn or perfect your craft. We'll show you where and how to shoot; you'll have to pull the trigger.



Terrorists will ambush you from everywhere. They especially like the view from balconies.

Mission Possible

There are 10 missions in *Tom Clancy's Rainbow Six 3: Black Arrow*, though when you boil it all down there are four main mission types. Every mission needs you to keep in mind all facets of your job, but you can focus on a few main things to help you through the mission theme.



Certain missions will require perfect execution or your team might end up dead.

Hostage Rescue



Speed or stealth rescue hostages.

In a hostage situation you need surprise or speed to save the innocent civilians. Take your time or you'll screw up an attack and the terrorists will execute the hostages.

How does this differ from a regular mission? You may opt from the start to go with suppressed-fire weapons.

Relying on stealth and silent killings can get you deep enough into the terrorists' space that it will be too late for them to react when you jump in to save the hostages. If you don't go for stealth, you have to choose speed. That means moving quickly through the terrorist-controlled area, picking off any fleeing terrorists that may try to warn



If a terrorist spots you on a hostage rescue, you had better drop him before he warns others.



You must shoot precisely when innocent lives are on the line.

their fellows and rushing the few guards that hold the hostages. While using speed, it's key that you hit all your targets in a very limited time frame. Pay attention to weapon accuracy and damage potential.

Bomb Removal



Cut the right wire while deactivating a bomb or no one gets out alive.

Terrorists like to set bombs. You will be called upon over and over to deactivate these bombs, or die trying. Your whole team has the skill to "demo up" and cut the correct wires, but there are some factors to keep in mind around bombs.

Don't worry about shooting a bomb and having it go off. It won't. However, a nearby terrorist may attempt a suicide move and set it off just to spite you.

The terrorists know you're coming for the bomb, so expect heavy resistance. Only after all the enemies are dead should you shut down the bomb. Even then, always look for a trap, since the terrorists like to stage ambushes around the bomb sites.



Expect heavy resistance around key strategic areas like bomb sites.



You may have to use a little speed if you've got a bomb on a timer.

Finally, some bombs have timers. You can't be careless while assaulting them. You can, however, pick up the pace and dispense with time-consuming recon if time grows short. Give yourself a chance at least to shut it down.

Stealth



You will have to hide in darkness or good cover spots to avoid the guards in stealth missions.

When your superiors tell you to put away your gun, you're going on a stealth mission. It will involve planting a bug or explosives somewhere without being seen. During a stealth mission, you can't shoot off your weapon and you can't let a guard spot you. You will have to rely on shadows, cover and knowledge of the terrorists' routes to slip in unseen.

Search and Destroy



Pull out the big artillery for search and destroy missions.

When you don't have hostages, bombs, or stealth objectives, you can just have fun and pull the trigger. Search and destroy missions allow maximum firepower and encourage collateral damage of all sorts. Sometimes, you'll be called upon to chase after a moving target; along the way you'll shoot everything in your path. When you're tired of the pressure of narrowly saving a hostage or snipping the bomb wire seconds before ground zero, search and destroy delivers a nice change of pace.

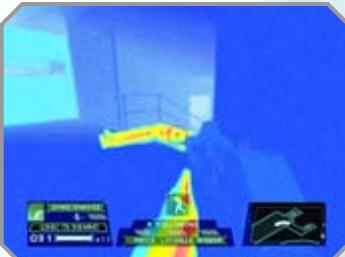
Supermen For Everyone



You and the same three soldiers run through every mission together.

Unlike many other combat-simulation games, *Tom Clancy's Rainbow Six 3: Black Arrow*'s soldiers don't have true stats. Consider yourself and your three teammates the best of the best, the ultimate soldier. You can customize your weapons and equipment, but you will always be the same four guys—Chavez, Price, Loiselle, and Weber. No worries about who you want to be, just grab an M16, grenade launcher, and gas mask and go kick some butt.

Recon First



Recon an area so you don't end up lying on the floor.

As you can imagine, it's better to know what's ahead of you so you can plan accordingly. Scout around an area before you or your team charges in. You may spot a hidden enemy up on a balcony that you wouldn't have noticed otherwise, or recognize a trap before it annihilates your whole squad. Also, you need to know what to expect so you can adopt the best plan of attack, especially when you must attack and give orders simultaneously. The only time your eyes aren't better than your men's is in an area where you can't immediately spot an enemy attacker. In cases like that, let your men recon and they might down the threat before you have to worry about it.

Brain vs. Machine



You should lead your team in combat situations.

In nearly every combat situation, it's better for you to lead the charge or dictate the commands to your squad. If you let the game's A.I. take over, and send your team blindly into hot spots, you could lose a member or two even in the simplest of firefights. For example, you may ask your team to run through an open door and position themselves on the right side of the corridor, and they'll do just that. However, where you would scour both directions before proceeding, they may not look at the left side as they move out into the hallway, which means bad news if there's an enemy force there.

Command and Conquer



You can give your squad certain commands like to rescue hostages or secure an area.

Beyond the point, click, and move that navigates your squad most of the time, you can also cycle through certain commands or set them from the action menu. Press the black button and you'll cycle from regrouping (the team catches up and reforms behind you) to moving (if you've set a waypoint) to covering (the team holds and fans out to lay down cover fire).

When you want more complicated maneuvers, hold down the "A" button and call up the action menu. "Open and clear" will be the most common move, which sends your team through a door prepared for a fight on the other side. "Breach and clear" adds a little more oomph to the "open

and clear" command. Your team plants some plastic explosives on the door and charges in after the explosion stuns and slays those inside. "Open, frag and clear" has the team open a door, chuck a grenade in for some house-cleaning, and delay a few seconds for the follow-up. Finally, "open, flash and clear" performs a similar maneuver, but this time your team chuck a flashbang grenade in to shock terrorists who may be holding innocent civilians hostage.

Zulu Delay



Unless it's a clear open shot into a room, you may have to rely on a zulu command to delay your team while you move into place.

If you want to pause your team before they perform a particularly difficult task, especially to give you time to get into position somewhere else, set them on "zulu." The team will wait and perform the maneuver only after you hit the white zulu button. You can execute some deadly tag teams if you time the zulu action just right.



Caution - Be careful that you don't jump the gun on a zulu operation. Wait until your readout tells you the team has opened the door or dropped the grenade before initiating your half of the maneuver. Otherwise, you could get caught in the explosion or crossfire.

Weapon X



Practice with all the different weapons to feel out the best one for you.

You have so many weapons to choose from, but get to use only one primary and one secondary. Since your men don't have stats, the guns will define them. Keep in mind that your men will automatically choose weapons based on your pick (they choose the weapons, not you). If you opt for the UMP with suppressed fire, they'll go quiet as well. If you go all-out with bigger assault weapons, expect them to beef up their arsenal. Same goes for the extra equipment. Try on a gas mask and they pull theirs out of the duffel bags. Copy cats.

Mapping It Out



The auto-map gives you information about a room before you set foot inside.

The map is your friend. It also gives you X-ray vision of sorts. The auto-map function shows you all the surrounding corridors and rooms, so you can get an accurate idea of room size, door locations, and possibly enemy positions without even entering the place. While searching for mission objectives, the map can save you hours. Marked with a square on the map, you can search for these objectives with the map fully open and it will lead you to the prize.

Knock, Knock



If a door comes up with only the move command, nothing is on the other side.

Without opening a door, you can tell if an enemy might be behind it or not. Point at the door and call up your squad orders. If you only get a "move" order, it means the door is a dead-end and doesn't lead anywhere. Otherwise, it's a

live area and may contain terrorists. If you have time, do this around an area and you can pinpoint where the enemy activity will most likely be. Make sure your eyes are in that direction at all times. Also, on those rare times when you get lost, this trick can help you find the next leg of your journey.

Two-to-One Advantage



When you take point, you'll dish out damage, but be prepared for return fire.

Normally, your team travels as a group with you at the point. When a confrontation occurs, depending on the terrain and obstacles around, your men will back you up, but you take the brunt of the attacks. That's okay if you like to be in control or are really good at escaping damage; it's not okay if you're low on life or about to enter a trouble spot.



Use the squad commands to work with your team.

Why do all the work yourself? You operate even more effectively in tandem with your squad? A simple move command can send your other three teammates to a position, while you head to a different location, possibly to flank the enemy or cover two different zones. You could also ask your team to hold in an area and watch your back, while you scout out an unknown section of the map.



Caution - When operating apart from your squad, look out for hitting each other by accident in the crossfire.

Perhaps the most useful function of the tandem is the two-pronged attack. If a room has two entrances, for example, you could send your team to "open and clear" one while you kick in the other. The enemy will be flustered by two different attacks, and you should gain some extra time from the confusion. In areas where there are multiple actions, you can speed things up by having your team do one thing while you do another, such as the team deactivating a bomb while you recon ahead.



Teamwork will wipe out the terrorists or cause them lots of damage.

Smoking Can Kill



With thermal vision you can see right through a smoke grenade as if it weren't there.

Want to turn invisible? Throw a smoke grenade into a populated area, then switch to your thermal vision. While the enemy terrorists scurry about trying to escape the smoke, nothing changes for you since thermal operates on body heat. You can even walk all the way up to the site of the billowing smoke to get a better angle. Just remember that the smoke dissipates after about a minute, so make quick work of your opposition.

Back To The Wall



Always aim your gun into new areas by hugging walls with your back. This sets you up against new threats better.

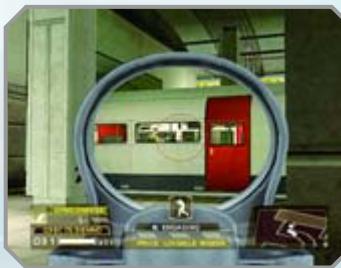
Don't expose yourself to unnecessary fire. A frequent mistake by beginners is to charge into a new area to see what's there. Granted, if you're willing to restart the mission over and over, you can learn the lay of the land that way, but it'll be painful. A safer course might be a plan like this: While entering rooms, rounding corners and descending stairwells, you always want your gun facing the new area. By hugging walls with your back, you gain cover and maintain position on your eventual enemies.

Experiment To The Max



Whether in the depths of a subway station or sneaking up on a guard, try out new tactics and moves to master your profession.

Experiment with your weapons and team configurations until you like what you see. Like how your team reacts during a flashbang sequence? Load up on more flashbang grenades and use them even when hostages aren't involved. Find your tactics lean toward the stealthy? Arm yourself with suppressed-weapons and become silent commandos. The only way to become the ultimate commando team is to learn your strengths and weaknesses, and don't let the latter ever surface.



If you want to make it all the way to the end, you'll have to best each mission objective.

Advanced Combat Tactics

Pop quiz: Which has a greater range, the M16A2 or the PSG-1? If you answered the M16, head back to "Basic Training." If you went with the sniper rifle, maybe you've graduated from the simple tactics and want some more in-depth breakdowns on certain game situations. From door assaults to setting up crossfires to seeing in the dark, this section covers it all—oh yeah, it covers "covering" too.



Without a plan, a single determined enemy can destroy your team.

Door Assault

Opening a door seems like such a simple matter. Twist the handle and push the door in, right? Yes, and then taste some lead as the enemy retaliates.

You have to be prepared for the worst at each door. It's best to consider that each unknown door has an enemy or more behind it. So how do you attack such a door?



You must pass through this closed door.



Check your map at the doorway to see which way to face.

Approach the door and get up as close as you can. You might get lucky and hear footsteps on the other side. A tip like that will save your bacon. You can also try and avoid a fight if you hear the steps receding.

Let's assume you hear zilch (which will be most of the time, since your enemies like to stand quietly and wait for a visual cue to start their attack). While standing next to the door, study your map and glean any information you can from it. Does it look like there's a wall to your left and an open expanse to your right? Play the odds and charge in with your attention focused to the right. If you can peek to your left, it only makes sense to do so and spare yourself a sneak attack if the enemy happens to be there.

In our case, a room slips off to the left and it doesn't look like there's much to the right. Odds are your enemy would be to the left if he's there at all.

Open the door and sidestep into the room with your attention to the left side. Sure enough, you've got an enemy there lining you up.



Attack as if an enemy is there.
Shoot accurately or you'll take a face full of lead.



Call your team in when it's safe.

Open, Flash and Clear



Give the "flash and clear" order. All your team maneuvers operate similarly. You give the order to clear, flash, frag, or breach depending on the circumstances. If you don't want to waste equipment, a simple "open and clear" command will do. Fragging and breaching are for when you want to inflict damage on the terrorists on the other side. You should save clearing with a flashbang grenade for hostage-takers.



Stay back so you don't get flashed.

Approach the door and give the "open, flash and clear" order. If you want it on zulu—where there's a delay so you can get in position elsewhere—hold the right trigger down before you give the order.

When your men open the door, glance away briefly. You don't want to stare into the flash or you'll lose the advantage it's supposed to give you. Charge into the

room after your men. They don't always clear as well as you'd like, so you may need to save one of them from getting pelted by the enemy.



Charge into the room to help protect your men.

When attacking a difficult enemy position, analyze if there is more than one avenue of attack. If there is, use it. Send your men to one of the strategic spots (maybe through one door), while you head for the second one (maybe another door).



Move your men in one direction.



Force the terrorists to surrender or die so you can save the hostage.

Shoot at all terrorists, with an emphasis on the ones with guns pointed at the hostages. Put enough pressure on them and they'll instantly surrender. Otherwise, use short, controlled bursts to keep your fire away

from the civilians and into the heads of the terrorists. There is only one acceptable outcome: The hostage goes home without any holes.

Attack simultaneously, and drive the terrorists to panic. They may not know what direction to turn, so as they swing to attack your men, you cut them down from the side (and vice versa, as your

men protect you). By flanking them, you set up a nice crossfire to catch them with the most hits.

Flanking

Shooting from one position can work, but shooting from two different positions is twice as effective. If you can catch the enemy in a crossfire, they won't know what hit them. During the confusion, you will mow them down as they try to decide who to go after.



The enemy position looks tough.



You hope to catch the enemy between your arcs of fire.

The battle should go much faster than if you had attacked from a single point. Sometimes, fights like that can go on a long while as you trade shots back and forth.

Inevitably, you take damage from a gunfight like that,

so look to work together as a team to cut down on unnecessary harm.



Do your job and the enemy won't stand a chance.



Human bodies glow through the magic of thermal vision.

Super Vision



Sometimes it can be hard to see in shadowy corners.

Don't run around with your normal peepers. On nighttime missions especially, you need the use of your special vision. Night vision can brighten the darkness into daylight conditions, and you can certainly

notice movement better with the brighter whites against the green. Even inside buildings, you may want to switch to night vision to keep things crisp and 100 percent in focus.

In combat, though, thermal vision can't be beat. As long as you don't have to navigate through too many obstacles, thermal vision will pinpoint enemies like a torch in the dark. You can even see heat signatures



Night vision illuminates things a bit.

through barricades and on the other side of locked doors. With so many pressure situations where every shot counts, how can you give up this advantage?

Cover Me

Next up on your agenda is to storm a fortress guarded by a slew of enemies. At the front of the fortress, there's a chokepoint below the terrace that puts you at serious risk—five or six enemy guns are trained in that one area. Yet you need to get through.



Without help, the task of storming the fortress looks impossible.



Send your team to elevated point for a superior firing angle.

First, clear out the initial area. Survey the locale and pick out a good cover area. In this case, your team can overhang the terrace railing and cover your back from a superior elevation that overlooks the whole place.



Attack the area on your own.

have to fight five-to-one odds. Not with your team up there, though.

Your team kills three of the five enemies, leaving you to mop up the remaining two. The only way to survive dangerous situations is to work together. The cover command can serve as excellent defense in the right circumstances.

Once they're in position, it's like you've set a trap for anyone who messes with you. As you sprint into the area, the enemies will pop up and your team will identify and eliminate. On your own, you would



In the right place at the right time, your team saves your hide.

You're ready for the real world now. Go score up some weapons and report to your commander for your first briefing. Pretty soon you'll be showing the instructors how things are really done.



You can't account for everyone yourself.



Work together as a formidable team, and you can beat any mission.



Weapons Academy

This isn't about martial arts or special stealth training. Without a solid weapon, you're as good as dead out in the field as a *Rainbow Six 3* agent. So study up on each type of weapon. Armed with a G3A3, you'll cut through terrorists like a machete through ferns. Bring along the M4, however, and you might want to invest in some extra life insurance.

But what makes the best weapon? It's a combination of range, damage, accuracy, and certain specialties like suppressed fire. When choosing the perfect weapon, forget about how many calibers it is or its "range" stat. The damage stat explains how lethal it really is, not the caliber numbers, and all weapons of the same type have a similar range number. The scope indicates how far you can really shoot with any precision. Accuracy is vital on missions where you fight a lot of enemies simultaneously, or ones that call for very difficult shots to be made. Finally, check a weapon's ammo capacity to gauge how long it can last on a mission, and choose suppressed-fire weapons on missions where stealth is paramount.

Now let's examine all the weapons and equipment by category. From the top dog to the plain ol' dog, we'll rate each weapon and clue you in on which missions it might be appropriate to bring.

Assault Rifles

The bread-and-butter weapons on your campaign, these high-powered rifles can work both outdoors and indoors. Most have a decent range to focus on the those faraway tangos in the wilderness, and damage scores that will punch through most targets with a single burst. The two best weapons in the game are both assault rifles, ranked at #1 and #2 right here.

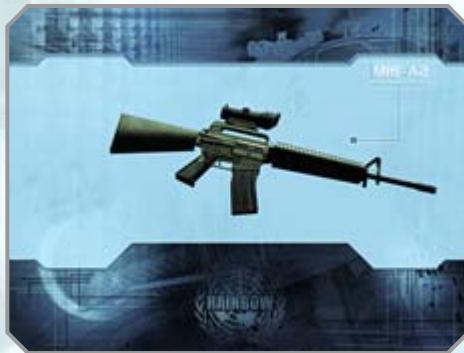
#1 G3A3



What's not to like about this beast? It's one of only three weapons with a 49 range score, and its 87 damage easily beats out all other assault rifles and only falls short of five other bulkier

weapons. At a 65 accuracy and 3.5x zoom, you are not missing much unless your eyesight's a little blurry to begin with. If it has any weakness at all, it's the 20-round clips. You might run out of ammo on really long missions, but only if you're careless.

#2 M16A2



You could argue that the M16A2 beats out the G3A3. It comes up short on range, but bests the G3A3 on ammo capacity with 30-round clips. Accuracy ranks slightly higher at

74 to the G3A3's 65, but its damage lands more than 20 points lower, at 66. Since damage may be the key statistic—the enemy has to stay down when hit or you won't live to get a second shot—the M16A2 earns the runner-up spot instead.

#3 L85A1



An all-around solid weapon, the L85A1 has no weaknesses; it's just not as outstanding as the two weapons above it. A 58 damage score clocks in mid-range, while a 63

accuracy puts it above average for assault rifles. It pushes up to number three on the list because of its 3.5x scope. Being able to snipe at range, even down long corridors, can make or break you on certain missions.

#4 GALIL ARM



Where the norm on assault rifles remains 30-round clips, the GALIL impresses with a 100-round clip. Sure, it only comes with four drums to slap in, but that's still more ammo than most guns.

The fact that you don't have to reload in the middle of a fight pushes it up to the fourth spot. It gets big kudos for eliminating that feeling of frustration when you come up dry against the last enemy before the objective point.

#5 AUG



Much like the L85A1, the AUG does just about everything well. With stats slightly below the L85A1, the AUG drops down to the middle of the pack. It's the last assault rifle with a 3.5x

scope, so tread carefully if you pick any rifle below it for an outdoor mission.

#6 AK-47



More people have probably heard of this Russian-based weapon than any other on the list. Why? It's considered a super-reliable rifle, and when you look at its stats you can understand

the thought. A 70 damage and 45 accuracy look pretty good, until you spot the meager 1.5x scope, the worst in the game. If not for that fact, the AK-47 would have cracked the top five.

#7 FAMAS G2



This funky-shaped rifle gets the job done. With a 39 range, 56 damage, and 60 accuracy, you can't really complain about much, other than its 2x scope. All the assault

rifles are good, just some are better than others.

#8 G36C



Don't be fooled by the similar name to our numero uno assault rifle. The G36C can't touch the G3A3 dropping off in range, nearly 30 points short in damage, a few in accuracy, and only a 2x scope. The

only reason to take the G36C is that it's better than the last two on the list.

#9 TAR-21



If you want to challenge your skills, equip the TAR-21 over, say, the M16A2. Not that it's a bad weapon by any stretch of the imagination, it just doesn't have the raw stat power of

the higher-ranked assault rifles. Variety is the spice of life, though, so try it out on a mission and see what you think.

#10 M4



What could dash you to the bottom of the assault rifle list? How about a meager 49 accuracy? You can't afford to shoot blanks when you're fighting five terrorists at

once, and the M4 does a good imitation of a dumbed-down movie prop. If you're really considering the M4, you may want to check out one of the other categories instead.

Shotguns

It's point-blank or nothing. Shotguns can deliver a giant blast of damage or they can spatter a bunch of pellets as harmless as confetti. Basically, it comes down to this—if you know all your fighting will be in tight, grab a shotgun for maximum impact.

#1 USAS-12



A shotgun is a shotgun for the most part. The sheer kickback on a damaged foe makes the shotgun worth taking every once in a while. The stats for the USAS are the

same as the M1, other than the reload factor. The USAS-12 beats out its only other competition in this category with a 20 ammo capacity.

#2 M1



Hey, those "M" designated weapons have a good rep, except for that M4 loser above. The M1 might prove less than stellar at anything more than a range of 8, but hey, 100

damage is good. Shotguns in general are *slow* in the reloading department, so choose the one that speeds up the process—which isn't this one.

Submachine Guns

When an assault rifle is too bulky and a pistol too wimpy, look to the medium-sized submachine guns. The majority of them also provide suppressed fire, so you can trigger semi-automatic *silent* attacks. How cool is that? But there's more. The smaller, lightweight weapons move quicker in combat and present a smaller target to those would-be enemy sharpshooters.

#1 UMP



Because they have a silencer on them, most suppressed-fire weapons deal significantly less damage. Not the UMP. Despite its suppressed fire rating, it manages to clock

in at the highest damage for a submachine gun. Since the submachine guns' weakness in general would be raw killing power, the higher damage potential helps big time.

#2 MP5A4



A worthy runner-up to the UMP, the MP5A4 doesn't shoot quiet but does shoot hard. The 21 damage score clocks in second on the submachine gun list, and the 44

accuracy score and 3.5x scope cement it at the number two slot.

#3 SR-2



The only other submachine gun to reach the 20-point or better damage score, the SR-2 suffers in accuracy with a 26 rating. It redeems itself a little with a 12 range and decent

2x scope. Oddly enough, it can also be used as a backup weapon.

#4 MP5SD5



Another cool silenced submachine gun, the MP5 doesn't carry its weight when it comes to punch power. With an 8 damage rating, some of its hits equate to

paintball stings. To crack the upper half of the submachine gun list, it counters with a 47 accuracy and 3.5x scope.

#5 P90



Your teammates like to employ the P90 from time to time. It's a habit you'd like to break them of. Not because it's a bad weapon, it's just not extra-special. Good scores like a 14 range, 17

damage, and 39 accuracy give it a home in the middle.

#6 TMP



At least it's got a 46 accuracy. Other than that, the TMP would be better off as scrap metal melted into mortar shells or something.

#7 MAC 11/9



If you thought the TMP was bad, you don't even want to look at the MAC 11/9 stats. An 8 damage and 27 accuracy puts it in the hall of shame. When out of ammo, just throw it at the enemy; it may hurt them more.

Machine Guns

Powerful weapons if you can manhandle them around. When you know you have a lot of killing to do, and don't care about the racket a million bullets kicks up, look no further than these big guns. Only two weapons fit into this category, but they carry enough weight to fill several slots on the other weapon charts.

#1 M60E4



Face it, you only want the machine gun if you can create mayhem. That said, would you rather have a gun that deals 100 damage or one that deals 55? We can't drive 55 either, so strap on

the M60E4 for those forays into enemy territory. Just don't expect to hide with this thing.

#2 M249



We already know it deals about half the damage as its M60 cousin. Other than that, it's pretty good. It has a slightly better accuracy at 52, 200-round clips of ammo compared to

100-round clips and a 3.5x scope. Not bad for the runner-up.

Sniper Rifles

These rifles don't work well indoors. Since *Rainbow Six* is filled with indoor missions, you won't find the sniper rifle useful often. If you know a mission takes place completely outside—none do in *Rainbow Six 3*—or are willing to use the sniper rifle on the outdoor parts and switch to your backup weapon for the closer combat, then the super-range of the assassin's favorite weapon makes sense.

#1 DRAGUNOV



If you want damaging firepower at long range, the Dragunov is the gun for you. It ranks 61 in range (higher than the other two sniper rifles), 100 in damage (much higher in damage

than the other two), but only an 83 in accuracy (lower than the other two sniper rifles). A steady hand can compensate for less efficiency in accuracy, and you always want the extra damage to fell foes with a single hard shot. As with any sniper rifle, you have to be careful when to use it and when you might be thrown into a compromising situation when an enemy suddenly shows up in breathing distance.

#2 PSG-1



The PSG-1 settles into the second-place spot solely on the fact that it has less range than big number one. All its other stats—75 damage, 100 accuracy, 10x scope—nip competently at the heels of the Dragunov.

#3 AW COVERT



The trick of a suppressed-fire weapon at huge range just wasn't enough to break free of the cellar. Yes, it's great to zing bad guys from across the map and have no one notice. However,

it's not so great to shoot at a range of 8 and hit for one-fifth of what the other sniper rifles damage at.

Secondary Weapons

Just like the title implies, these are your backup weapons, so they aren't as good as your main ones. Rather than look for raw firepower, the secondary weapon should serve a special need, whether it be an area-effect attack or a non-lethal alternative.

#1 M203 HE



While our primary weapon picks off one or two guys at a time, you can switch to the high-explosive version of the grenade launcher to clear a whole room or strike a hard-to-reach cover spot.

#2 M203 RP



You could argue the phosphorous version of the grenade launcher kills just as effectively as the HE variant, but the high-explosive M203 has a better blast radius.

#3 D.EAGLE



The best pistol of the bunch, this .50 caliber special comes with an impressive 70 damage score, which is better than a lot of rifles. It just doesn't have the range of a primary weapon.

#4 MK23



Sometimes you just want to sneak up and whack someone without a loud bang to announce your position. Carry along the MK23 for just this occasion.

#5 92FS



In the same vein as the MK23, the 92FS fires suppressed bullets, but doesn't quite stack up to its predecessor in range or damage.

#6 M203 CS



For a non-lethal option, try the grenade launcher with tear gas canisters. Against enemies without gas masks, it's a great way to clear out a defensive position.

#7 SR-2



It didn't quite make the grade as a primary weapon, but it's not too bad as a secondary weapon with some punch. It's not specialized like many of the guns above it on the list, so it slips down a little.

#8 USP



It's got okay stats with a 10 range, 20 damage, and 32 accuracy. By why do you need that in a backup piece?

#9 M203 SMOKE



The weakest of the grenade launcher shouldn't really be an option. If you want smoke grenades, take them in the third or fourth equipment slot. You don't

want to waste your secondary weapon pick.

#10 MAC 11/9



Ah yes, the MAC 11/9. It doubles as a primary and secondary weapon, and that's its only claim to fame. Leave it in the drawer at home.

Equipment

Your third and fourth slots hold general equipment. Here you can load up on grenades, add a breaching charge to your arsenal for those annoying doors or specialize with a claymore mine to blow someone up from a building away.

#1 Flashbang Grenade



Many of your missions will involve hostage rescue, and you can't exactly lob a frag into the room and hope the innocents don't get hit. The flashbang works remarkably well

on stunning terrorists and giving you the edge.

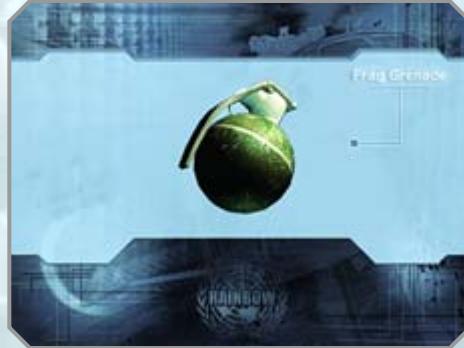
#2 Breaching Charge



When you need to rush into a room and know the terrorists are waiting on the other side, what better distraction than to blow the door wide open? You can disable

enemies with the explosion, and you'll certainly stun them enough to fire first.

#3 Frag Grenade



You can never have enough damage-spewing grenades. The frag can down multiple targets and can be chucked into difficult-to-shoot areas to remove resistance.

#4 M34 WP Grenade

Another damage grenade, this one incinerates targets rather than fill them full of shrapnel. A smaller radius than the frag, though it does cough up some red smoke for cover.

#5 Tear Gas Grenade

When you want to drive enemies crying and choking from an area, the tear gas grenade is a good option. Just don't forget your gas mask or you may fall victim to your own scheme.

#6 Smoke Grenade

Combined with thermal vision, the smoke grenade can effectively conceal you and set up a kill shot. Because it's not lethal, given the option, you usually want something with more kick.

#7 Gas Mask

When you need it, this shoots up to #1 on the list—otherwise, you're dead, right? Most missions have no need for a gas mask, so it would just take up space.

#8 Remote Charge

One block of C-4 plastic explosive sounds good. Plus, you can detonate it with a remote. You just don't have as much use for it as the breaching charge, which allows

you to charge in right away and blast the enemy without delay.

#9 Claymore Mine

As with the remote charge, the claymore mine could come in handy if you want to set a trap for a guard and not be seen. Most of the time, however, the straight-forward approach works much better.

PRIMARY WEAPONS

Weapon	Type	Caliber	Range	Damage	Accuracy	Zoom	Capacity	Suppressed
AK-47	Assault Rifle	7.62mm	37	70	45	1.5x	30	No
AUG	Assault Rifle	5.56mm	39	57	59	3.5x	30	No
AW COVERT	Sniper Rifle	7.62mm	8	20	100	10x	10	Yes
DRAGUNOV	Sniper Rifle	7.62mm	61	100	83	10x	10	No
FAMAS G2	Assault Rifle	5.56mm	39	56	60	2x	30	No
G36C	Assault Rifle	5.56mm	39	56	59	2x	30	No
G3A3	Assault Rifle	7.62mm	49	87	65	3.5x	20	No
GALIL ARM	Assault Rifle	5.56mm	39	60	71	1.5x	100	No
L85A1	Assault Rifle	5.56mm	39	58	63	3.5x	30	No
M1	Shotgun	12g	8	100	1	1.5x	6	No
M16A2	Assault Rifle	5.56mm	39	66	74	3.5x	30	No
M249	Machine Gun	5.56mm	39	55	52	3.5x	200	No
M4	Assault Rifle	5.56mm	39	56	49	2x	30	No
M60E4	Machine Gun	7.62mm	49	100	47	1.5x	100	No
MAC 11/9	Submachine Gun	9mm	7	8	27	1.5x	32	Yes
MP5A4	Submachine Gun	9mm	11	21	44	3.5x	30	No
MP5SD5	Submachine Gun	9mm	7	8	47	3.5x	30	Yes
P90	Submachine Gun	5.7mm	14	17	39	2x	50	No
PSG-1	Sniper Rifle	7.62mm	49	75	100	10x	10	No
SR-2	Submachine Gun	9mm	12	20	26	2x	20	No
TAR-21	Assault Rifle	5.56mm	39	52	57	2x	30	No
TMP	Submachine Gun	9mm	7	8	46	1.5x	30	Yes
UMP	Submachine Gun	.45cal	10	26	43	2x	25	Yes
USAS-12	Shotgun	12g	8	100	1	1.5x	20	No

SECONDARY WEAPONS

Weapon	Type	Caliber	Range	Damage	Accuracy	Zoom	Capacity	Suppressed
92FS	Pistol	9mm	7	12	42	1.5x	15	Yes
D-EAGLE	Pistol	.50cal	20	70	36	1.5x	7	No
M203 CS	Grenade Launcher	40mm	—	—	—	—	4	No
M203 HE	Grenade Launcher	40mm	—	—	—	—	4	No
M203 RP	Grenade Launcher	40mm	—	—	—	—	4	No
M203 SMOKE	Grenade Launcher	40mm	—	—	—	—	4	No
MAC 11/9	Submachine Gun	9mm	7	8	27	1.5x	16	No
MK23	Pistol	.45cal	8	19	42	1.5x	12	Yes
SR-2	Submachine Gun	9mm	12	20	35	1.5x	20	No
USP	Pistol	.40cal	10	20	32	1.5x	13	No

EQUIPMENT

Name	Purpose
Breaching Charge	Blows open doors for rapid entry
Claymore Mine	Remotely detonated anti-personnel mine
Flashbang Grenade	Stun observers without injuring potential civilians in the area
Frag Grenade	Damage targets in blast radius
Gas Mask	Protection against toxic gasses
M34 WP Grenade	Incinerates targets in the area with white phosphorus
Remote Charge	1 kilogram block of C-4 plastic explosive with an attached radio detonator
Smoke Grenade	Obscure enemy vision in an area
Tear Gas Grenade	Obscures vision and injures targets without gas masks

Xbox Live

Rainbow Six 3: Black Arrow is all about squad-based action, so imagine what it's like when you multiply that action by double, triple, or more! With the Xbox Live multiplayer portion of the game, you can play through the missions with a few friends or jump into special maps and battle hordes of raving-lunatic humans. Connect online and you can enjoy your favorite maps all over again from an entirely different spin. Or maybe not entirely different—you still have to live until the next battle.



If you know your tactics, you can impress your opponents or, at least, leave an impression on a door.

Multiplayer Madness



It's a whole new mindset in multiplayer. You won't use the zoom function quite as much.

applied to a four-man team go out the window when each member of that team can act independently. The following are some fundamental differences.

No Breathers

In single-player mode you can play methodically. Without a clock or someone screaming for help in your ear, you can leisurely recon the area, set up your battle plan, then call the shots when the time is right. It's a different story in multiplayer.

Don't stop moving if you can help it. A moving target makes it difficult or impossible for the enemy to sight you. Against a group of enemies, circle and flank them as you fire. Dancing around increases your odds of living and can set you up for a better angle on any number of enemies.



There's no time to leisurely recon an area in your multiplayer battles.



Keep moving so that human opponents can't lock on.

can prove effective given time to coordinate.

Lock and Reload



Avoid the G3A3 in maps that involve long fights, or you'll run out of ammo.

seldom an option, and the damage potential you sacrifice

In cases where you're assaulting an enemy position or there's a target guarded by the enemy, single-player tactics might apply. If you have time, you can set up a long-range shot to minimize the risk. Maneuvers like "breach and clear"

Depending on the size of the battle, you may want to stock up on a weapon with some shells behind it. In longer fights, take the M16A2 over the G3A3 because of its 30-round clips. Throw the suppressed-fire weapons out the window. Stealth is

for such weapons won't be worth it. Unlike the single-player missions, the sniper rifles can be effective if you're designated as a sniper on your team or want to guard a single location with a good view.



As in single-player, the M203 grenade launcher should usually be your backup weapon.

balconies, even bank them around corners in an office. There really is no downside, except, maybe, if you get shot in the act of tossing one.

Room For Improvement

You had better know where every toilet on the map is, or at least where each closed door, stairwell, and spawn point is. Where can you find cover under fire? What's the most strategic ambush point? If you don't know it, you can bet your opponent will and make you pay for that mistake.



Camp at the strategic spots of a map to catch enemies with surprise fire.

side of the souvenir shop to get much better shots on the unfortunates who cut through there to reach the

The grenade launcher should be your backup weapon. Especially in a game with lots of potential targets, a fragmentation grenade can do in one explosion what a burst of bullets could not. Keep in mind that you can lob grenades down stairwells, over

bow or stern. You need to know the favorite camping spots so you can prevent others from gaining them or—join the crowd—and exploit them yourself.

As you play, study all the spawn points. Once you figure them out, you can immediately take off toward your objective without wasting time with the map. When you blow up an enemy, you'll also have an idea on which direction the

next one might be coming from. Knowledge of the spawn points can help you plan better attack strategies and give you a "sixth sense," as you can sometimes anticipate the enemy's movement.



Know the spawn points and predict where company will show up.

Voices In Your Head



Appoint one person leader and organize your team for the coming assault.

In single player, you are the only voice. You tell your teammates what to do, and they do it. It may not be the same in multiplayer unless you're an excellent team leader. Most likely, your teammates will want to have a say in the battle plan.

You need to communicate effectively with them, or you'll be like lost deer during open season. Appoint one person the leader, and if you get into a disagreement, resolve it quickly, or the enemy will end it for you.

Multiplayer Objectives

When you're a little tired of receiving orders from your commanders, it's time to make your own rules. In multiplayer action, you can choose from seven different objectives for just the right experience that matches your group.

Want to try and capture more biohazard units than your opponents? Feel the need to go for the most kills or be the last one standing?

Mission



You and your friends can play the 10 game missions as a team.

you calling out all the orders, everyone should try specializing and completing different sections of each mission.

Terrorist Hunt



In the terrorist hunt mode, enemies will show up frequently and in different positions from the normal mission.



Seven different objectives change up the playing field so it's always a new experience.

Who needs those fancy mission objectives? When you want to run around and gun down nasty terrorists, this option is for you. Play through your familiar maps with new enemy placements and more targets for your team to wade through.

Survival

Up to 16 players can join on this adversarial mode that pits soldier against soldier. No matter how many bullets you let fly, no matter how many men you bring down, all that matters is the last show. In this version, the last person standing wins the whole show.



Survive the other players to claim the title in this mode.

Sharpshooter

Where "Survival" cares about staying alive, "Sharpshooter" cares about racking up kills. If you die in this mode, you immediately respawn to jump back into the action. When the time limit expires, whoever has the most kills will be declared the winner.



No matter how many times you die, you can always return to the battle in "Sharpshooter" mode.

Team Survival



Choose sides and gun down the competition in the "Team Survival" game.

When you have a lot of people, you can split up into the green and red teams and have at it. Green team wears the blue uniforms; red team wears desert camouflage. The last team standing after the all the firefights wins.

Total Conquest



Track down the portable satellite units and secure them for the win.

Killing or surviving isn't necessarily the objective in "Total Conquest" mode. Your team must control all COMSAT units simultaneously. The first team to do so and hold it for the allotted time wins the scenario.

Retrieval

In "Retrieval" mode, the name of the game is to score points. The team to clock in with the most points at the end of the time limit wins. So how do you do that? Your team must race to find the biohazard canister and return it to your designated depot station. Each successful trip nets you one of those valuable, game-winning points.



Grab a biohazard canister and race it back to the depot station for a team point.

Multiplayer Maps

LEGEND

- Green Team Spawn Point
- Red Team Spawn Point



Think you know the solo mission maps? Think again.

You've played through the single-player missions, so you probably know all those maps by heart. However, *Rainbow Six 3: Black Arrow* offers new versions of all those maps for multiplayer play and eight

multiplayer-only maps that will test the mettle of even the strongest competitor. What are the best strategies for each map? Where is the prime real estate? Throw out your field manual and check out these next pages for the complete Xbox Live scoop.

Airport

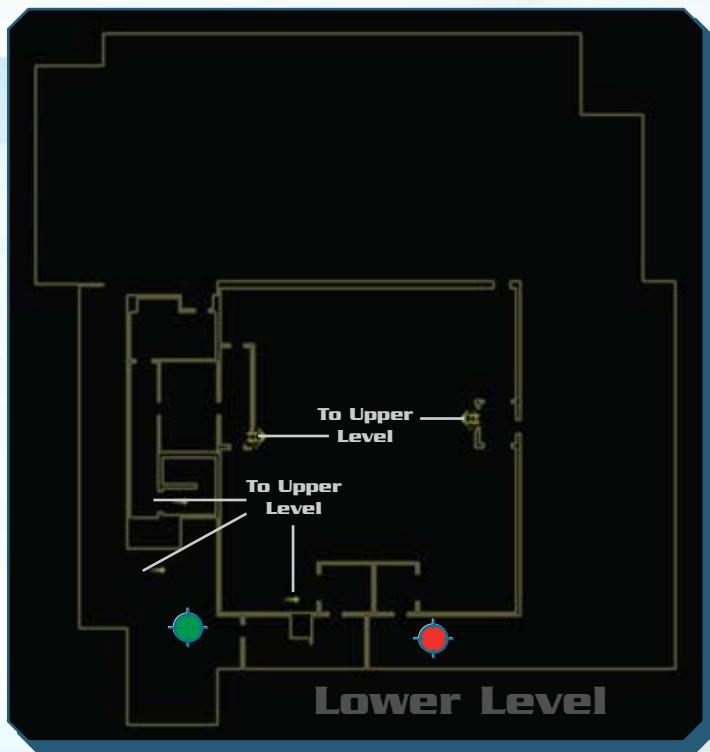


You can shoot out the kitchen window to make a sneak attack down into the hangar.

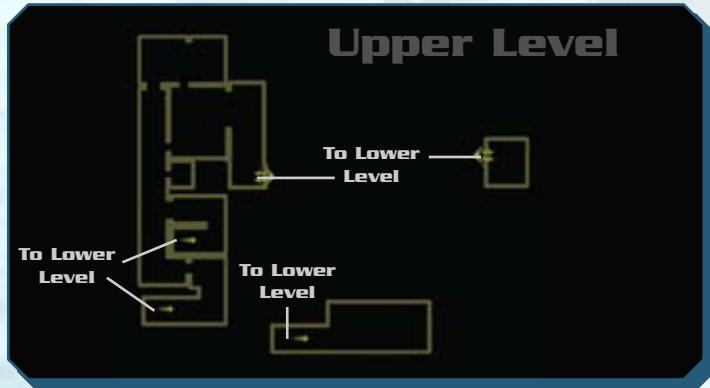
Prepare to alter your attack strategy depending on where you battle on the airport map. Inside the building and the hangar, it is close combat; step outside on the tarmac or the side yards that stretch around the building, and range

plays a factor. You may want a weapon with a decent scope, like the M16A2, so you can switch between fighting modes with a click of a button.

The spawn point in the kitchen starts you next to the window overlooking the hangar. You can shoot out the kitchen window to jump down into the hangar if you want to plan a sneak attack. Just be careful—the drop hits you for some damage. You should also watch the red barrels (one inside the hangar, three on the tarmac outside), or you'll get caught in the explosive blast when someone pops them with a bullet. Of course, you could strike the barrel and hope to catch an enemy in the sudden boom.



Lower Level



Upper Level

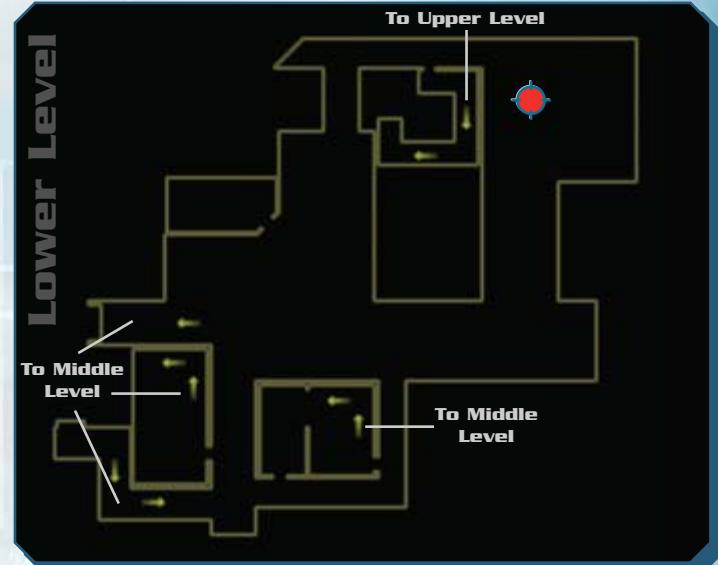
Café



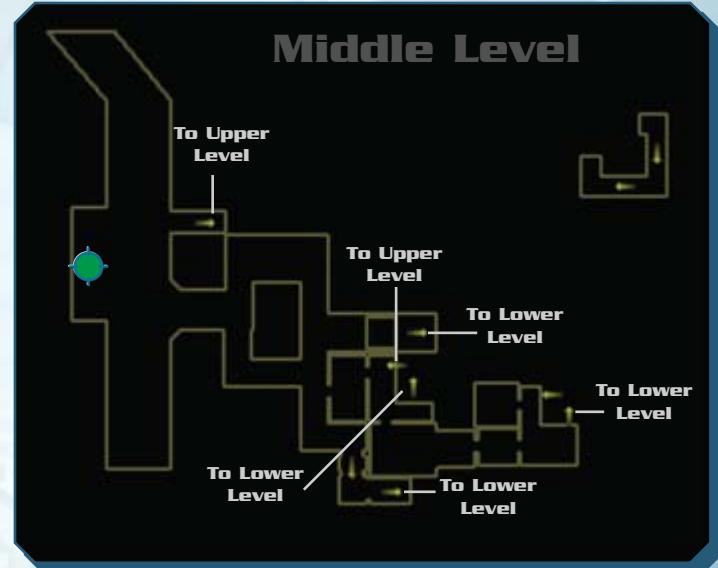
Take the top level of the café to gain the height advantage.

The café brings the term "three-dimensional" to new heights—literally. The map divides into three separate levels: ground level, a middle terrace level, and the rooftop level. You can have your own

little wars on each level, but you'll always have to be aware of movement above and below you at all times.



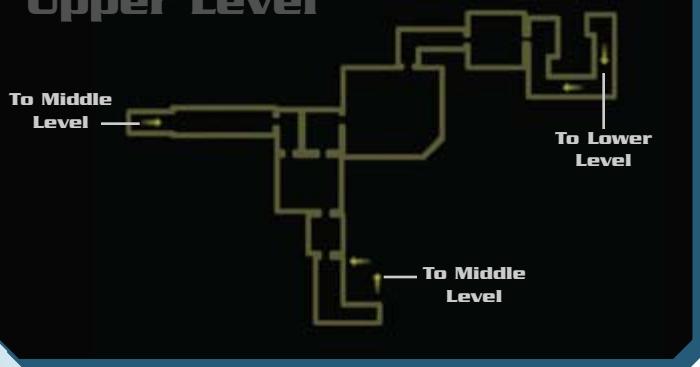
Look to the rooftops for comfort. It's always best to position yourself on the top level (you won't have to worry about anyone shooting you from above). From there, you can snipe at enemies crossing below, while ensuring that no one barges up top and talks over your territory. If you can work in tandem with your teammates, lock down the stairwells and you can practice your ranged fire from above.



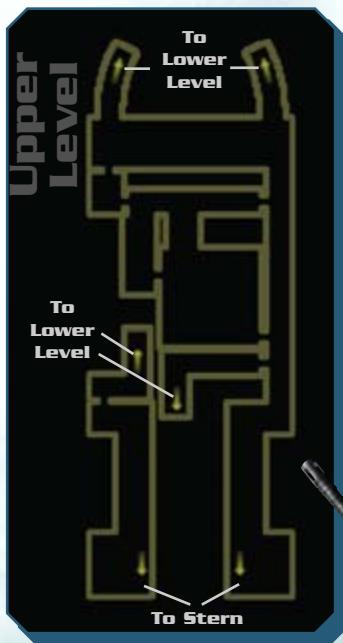
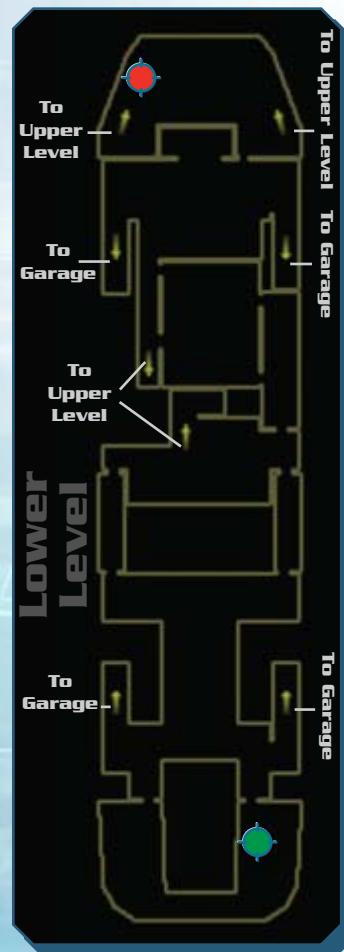
Conversely, don't get caught for long on the bottom level. If you do, learn where all the terraces and walkways cross, so you can stick to alleys and certain building faces

for cover. The middle level offers the most cover with all its twists and turns and small rooms, so if you have a close-combat weapon, seek out your kills there.

Upper Level



Ferry Boat



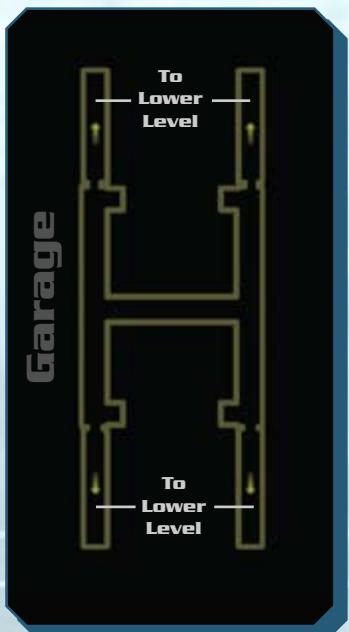
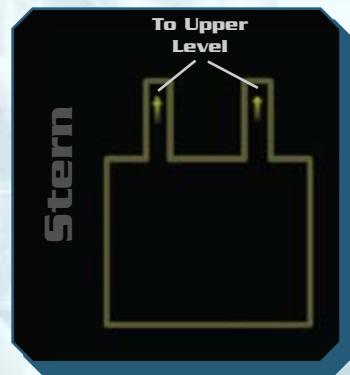
If you have a few people, the ferry map can be loads of fun. Compared to most of the other maps, the ferry is tiny. You have several levels, but they aren't very big and most of them, such as the stern

deck, are completely isolated from the rest of the ship. You will want a close-combat weapon to fight on the ship, and grenades can cause much havoc—just make sure you don't catch any teammates in the crossfire.



Despite the near-limitless horizon, the ferry presents the smallest map.

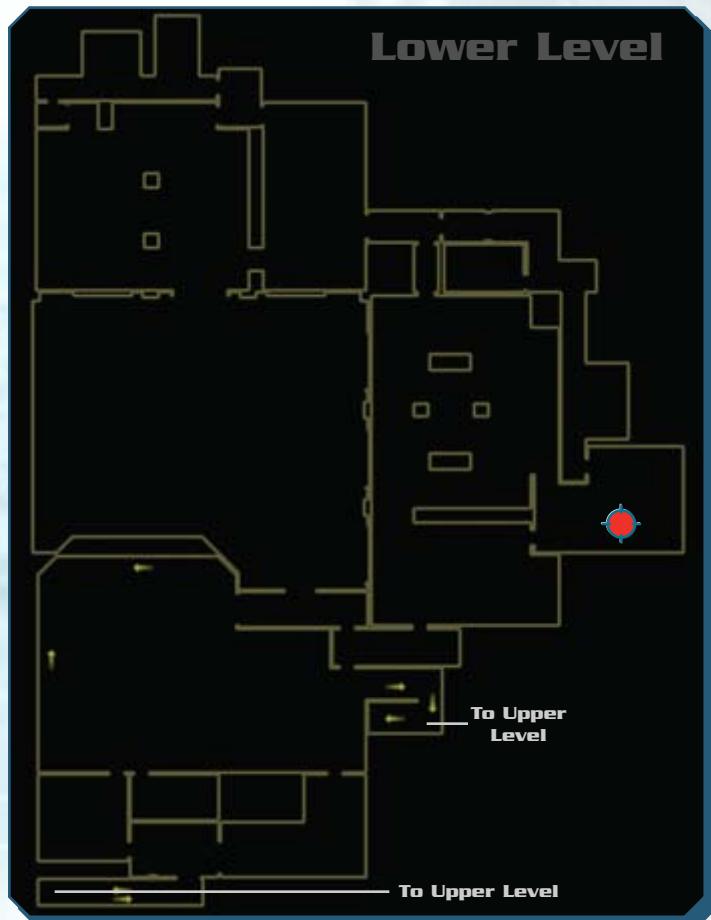
Chokepoints are critical on this map. To either side of the souvenir shop, for example, you have two walkways that connect the bow to the stern. It's the only way to get through on the main deck. You can try taking a shortcut on the lower level through the garage, but again, there are only two walkways to navigate with very little space. If you control these chokepoints, you control movement around the ship, the key to seizing your enemy.



Garage



The showroom proves a hotspot for activity on the garage map. Behind the main offices. There's always room for more people to join in on a firefight, so be careful you don't get swarmed.



Fights break out in the showroom all the time, while the maze behind the showroom can breed some standoffs. Grenades are a must; they can clear out

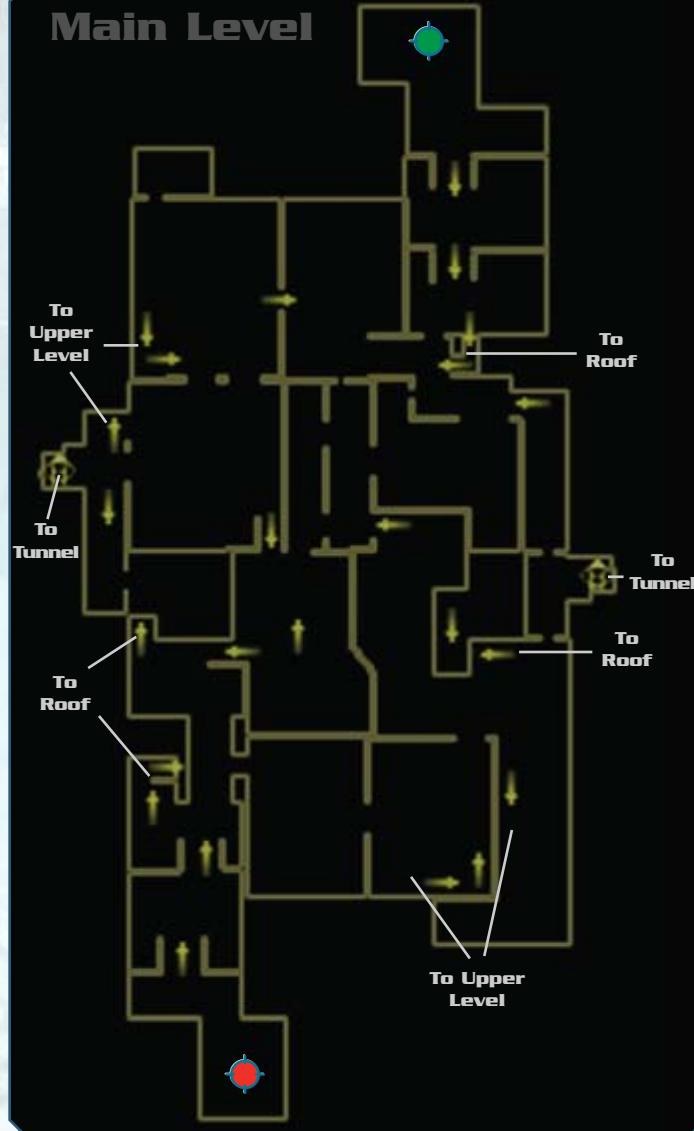
chunks of resistance when they go off. No one can escape a shrapnel blast in a tight tunnel.

Upper Level



Moroccan Kesba

Main Level





The back lot rooftop surveys the middle section of the city.

into earthy buildings and deserted lots. You can wander the outskirts, but at some point, you'll find yourself inside and shooting at point-blank range against a threat that showed up out of nowhere.

To get some good elevation, race to the very back lot and climb the stairs to the rooftop. From there you can spy all the way to the map's middle section. If you choose to cross the outside lots, stick to the walls as cover and always keep in mind the nearest doorway as a retreat spot in case of heavy fire.

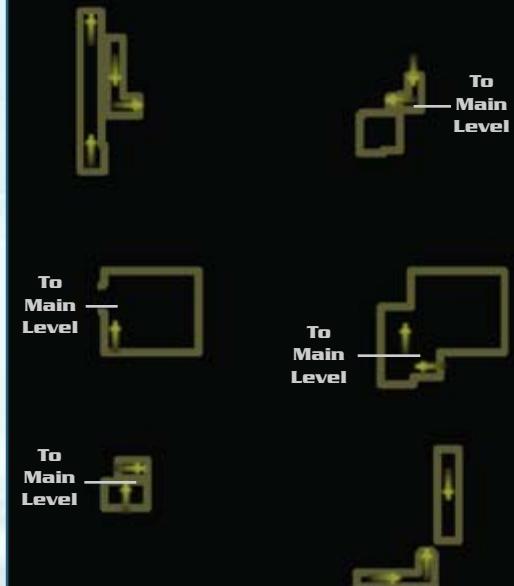


Upper Level



Most of the buildings have two levels, and the upper level should be your goal. If you plunge into the palace area, for example, hustle up to the balcony level and control the building from there. Anyone lingering in the fountain courtyard will be a target for enemy fire.

Outdoor Roofs

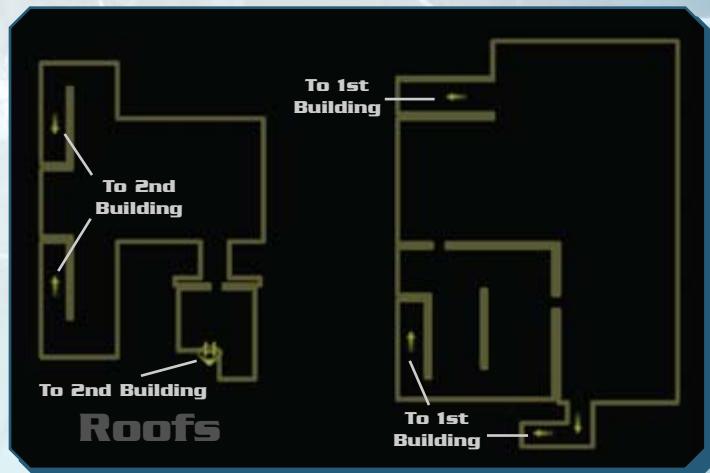
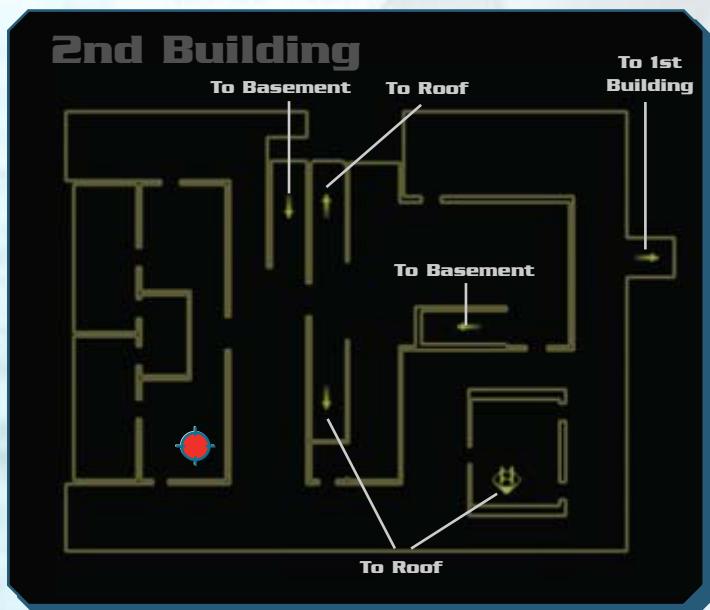
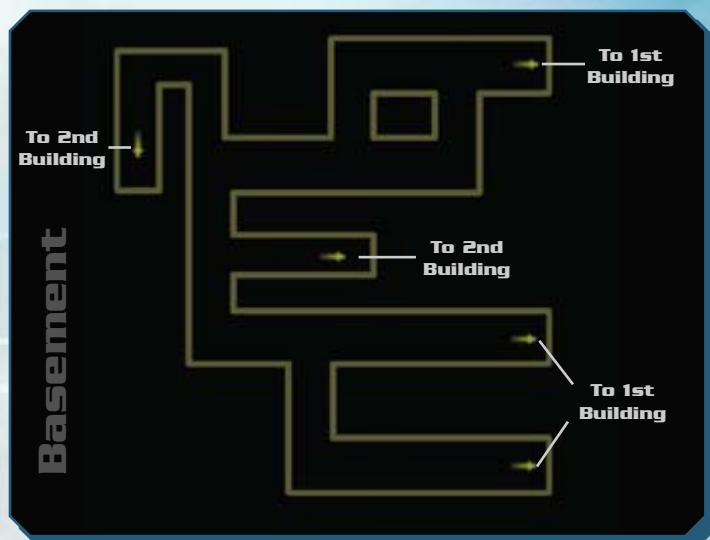
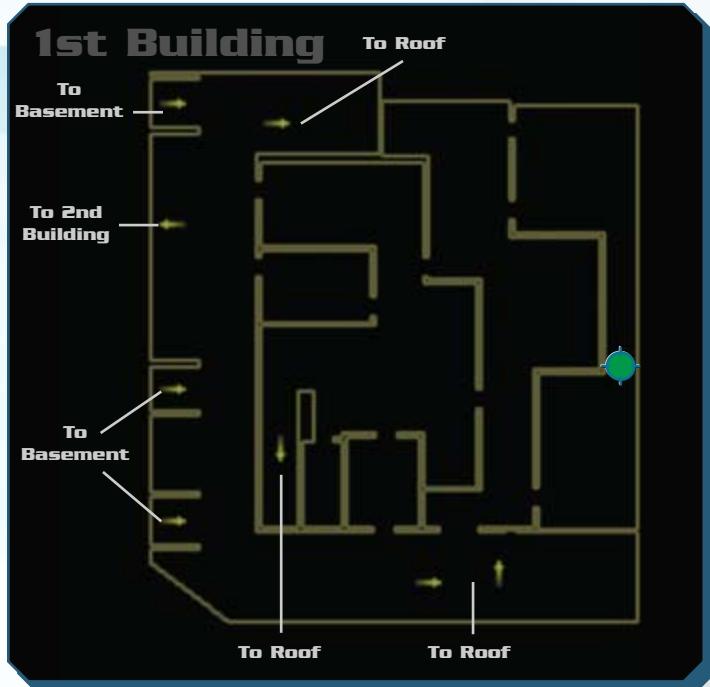


Observatory

For an observatory, this map has a lot of real estate. It might not seem like it at first glance, but you can comb the basement for intruders, wander through the rooms in two separate observatory buildings or climb to the roofs. Expect long fights in the many challenging areas.



Separate battles can break out in the two observatory buildings.



Peaks



Enemies can hide under the bridge if you don't flush them out.

However, if you want to hold down an area, head for the building with the ladder to the roof level. With just two people, you can lock down the area (three proves ideal, as you can then have the third person free to roam and fire down at any moving targets). To secure the roof, one person guards the ladder and the second guards the double set of stairs on the opposite side by squatting in the corner and drilling anyone that attempts either staircase.

You can hear the wind flipping and feel the cold radiate from your TV screen. The peaks map sets you out in the cold night wilderness with lots of wide open spaces and very few places to hunker down. You want to stay on the move at all times, and flank your enemies if you have a large, well-organized team.

Peaks



This is truly an outdoor map. There are a bunch of buildings, but you can't enter any of them. Use them as cover when you can. Whatever you do, stay off the main roads! They are well lit and consequently make you a big, fat target. It's best to run along the hills and bounce from boulder to pine tree to wood shed as you cross the territory.

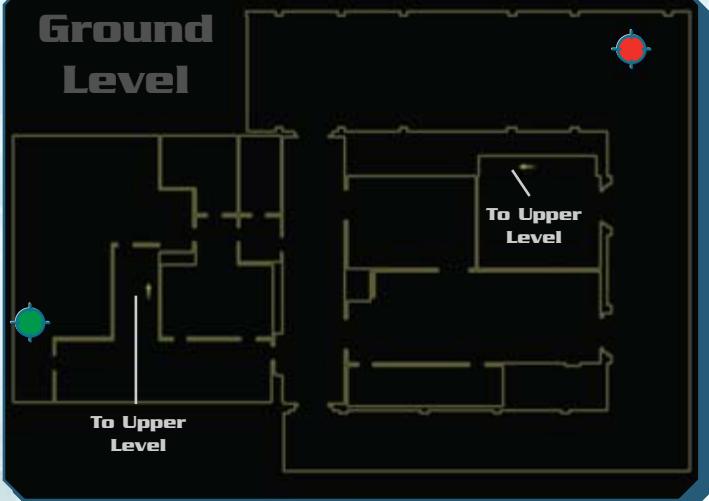
Presidio



You will want close-combat equipment on this map.

Where the peaks map represented outdoors, the presidio map is all about the indoors. You can't walk two feet without colliding with a wall or door. It's a map of maze-like small rooms and tight corridors.

Ground Level



Grenades can work wonders in the confined space. The old "drop and run" trick can catch several enemies if they aren't careful. Drop a grenade in one room, then dash into the next and close the door. Anyone following you (especially if they haven't seen you pull the pin) should end up a spread on the wall. You can also blast in doors with the grenades to hammer anyone on the other side, but you'll lose the element of surprise to the rest of the building.

Upper Level



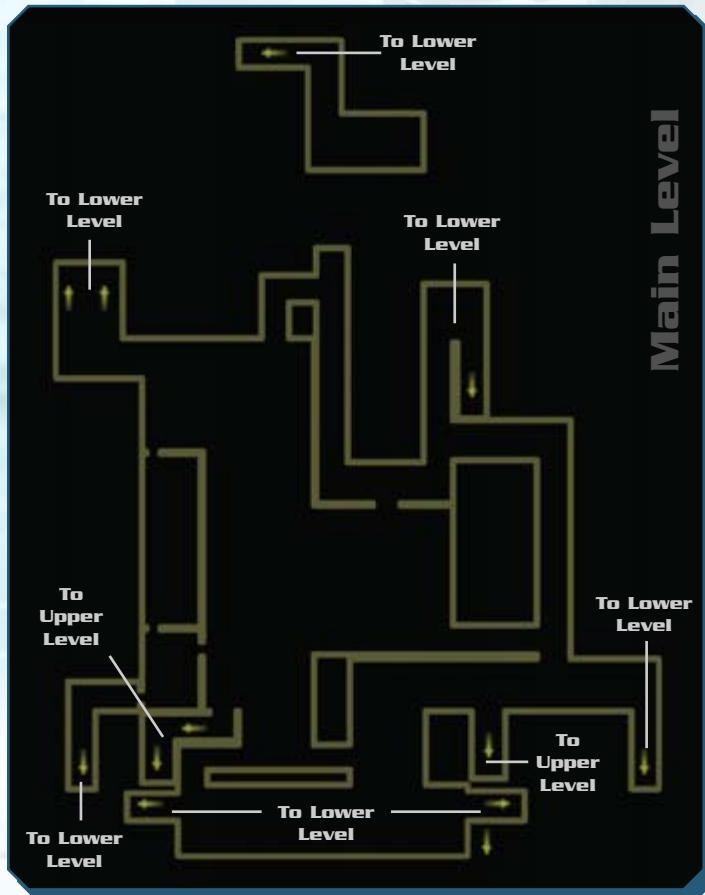
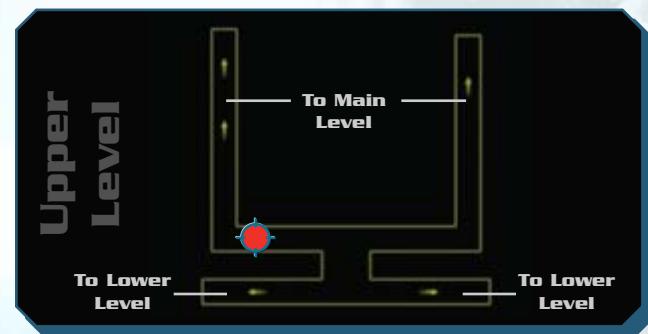
Keep on the run, even inside the building. Learn the stairways, so you can always beat a quick escape if need be. Hit targets with short bursts and stay on the move for the next cover spot at all times.

Subway Station

After playing in the multiplayer subway station, you'll wonder where all the keys went to on the solo mission. It seems like all the gates are open on this map, and you can wander all over the place. For instance, the subway

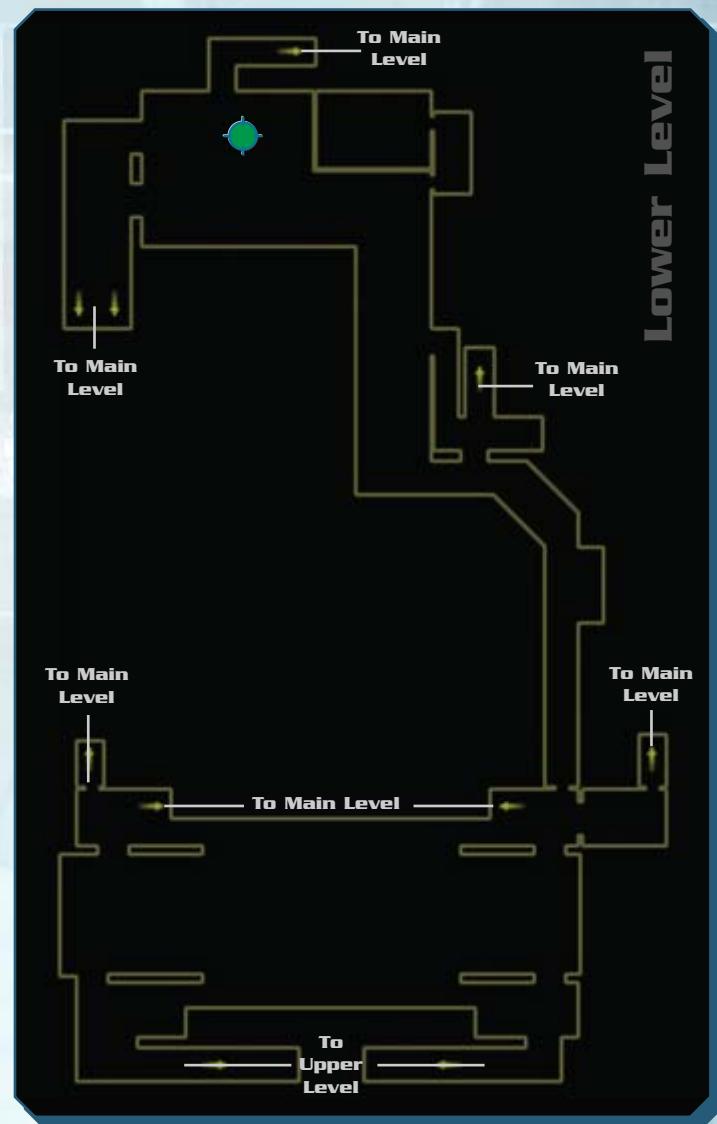


Shoot down from the walkways on the station platform.



car at the end of the solo mission now can be flanked from either side and there's a whole other terminal on the far side of the tracks that wasn't there in single-player mode.

Even in the solo mission, you had multiple levels to recon and gun your way through while traveling within the subway station. The multiplayer map just increases these areas by giving you the walkways that run above the terminals and added stairways that bring you to places the escalator couldn't reach before.



Assault rifles like the G3A3 work well; you can zoom and fight close if need be. The damage it packs can take an enemy out of the picture with a single burst. For the perfect ambush, try any of the corner balconies that peer down into the lower terminal and walkways.

The Hotel

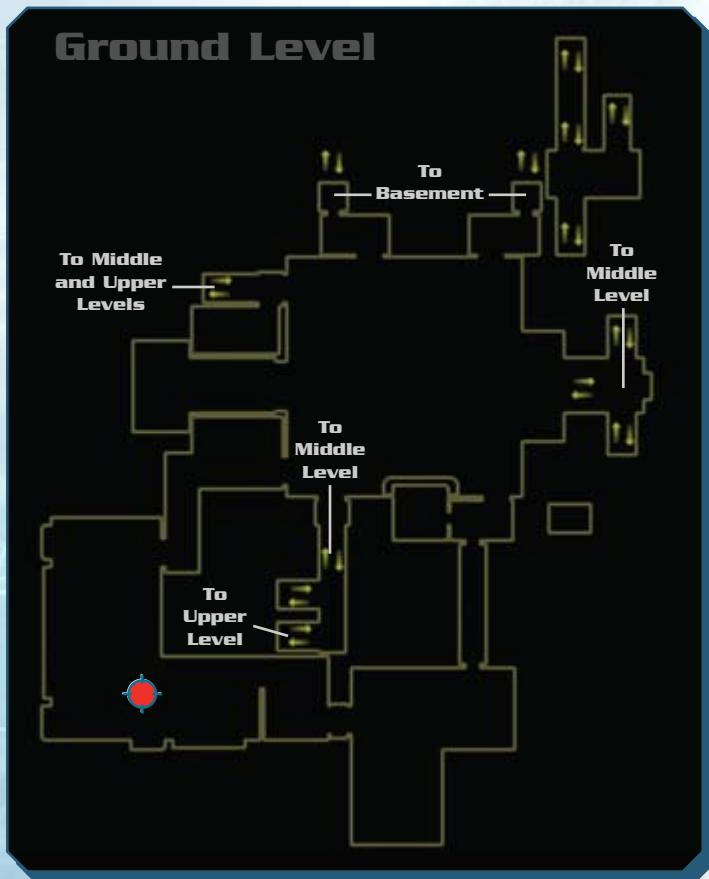


The main hotel lobby serves as the central meeting area for this map.

You can check in, but you can never check out—at least until you wipe out all your adversaries. The hotel stands streamlined from the solo maps. There is no garage level, and the route to the main hotel lobby is much quicker.

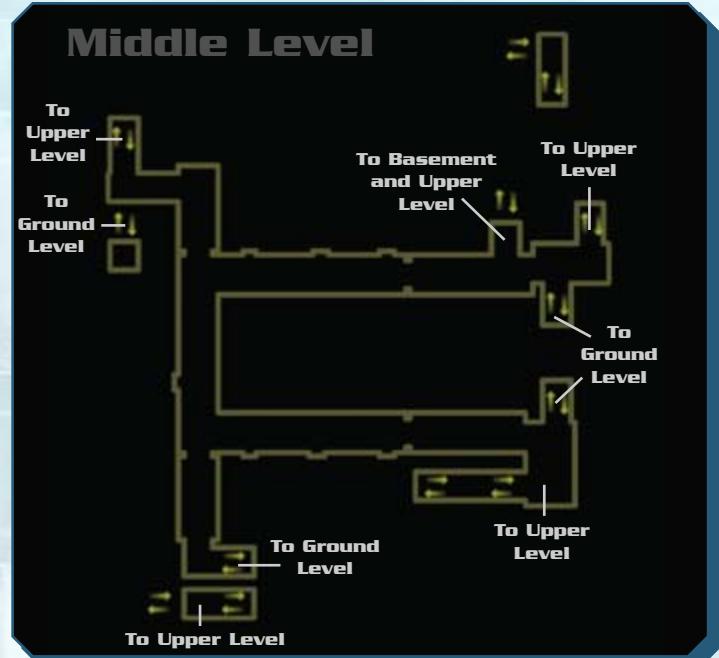
While the multiplayer map does have a mezzanine level, it only has one floor above it and you can't enter any of the hotel rooms. Not that you could catch up on any shuteye with all the shooting going on.

Ground Level

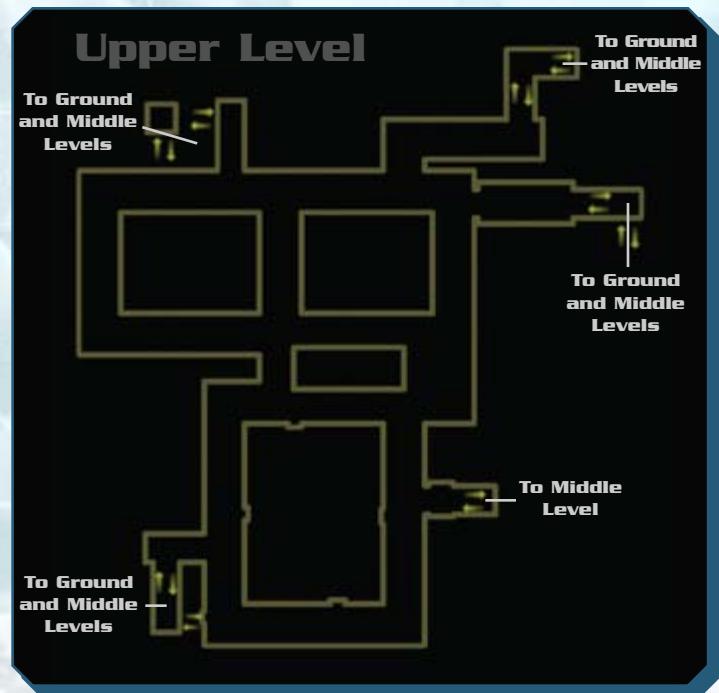


On the lowest level, the small rooms with the machines, and the mezzanine level, you don't have much room to maneuver. Keep moving through these tight areas or you could get pinned down easily.

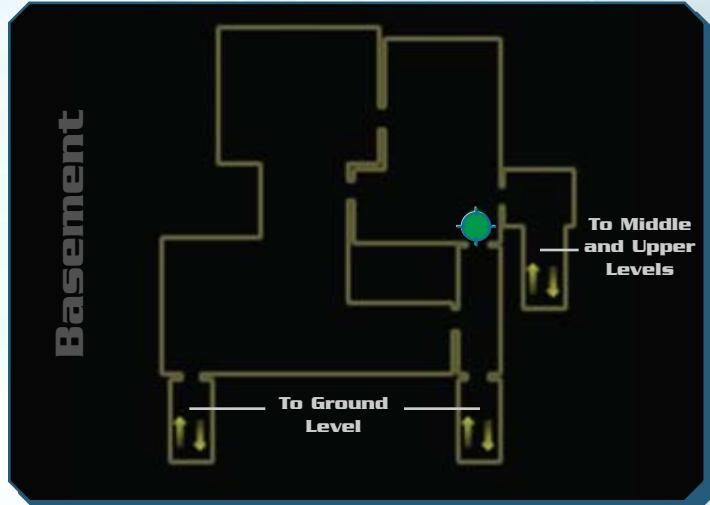
Middle Level



Upper Level



In the hotel lobby, you have lots of space—maybe too much. Think three-dimensionally here. Shots can come from your left and right, *and* above. If you have a weapon with range and you're quick, you can take shots at moving targets on the upper levels.



On the top level, you have lots of red carpet and long, square hallways to sling bullets at each other. The main glass flooring can be shattered, giving you a clear view of the hotel lobby below.

Back Alleys

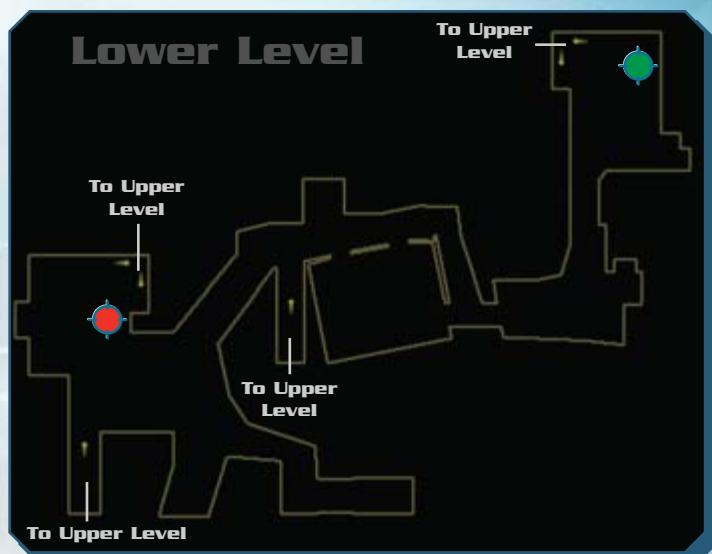


You see new side streets and sniper pads in the multiplayer version.

Remember when Colonel Magomedov's men had the whole back alley staked out like a fortress garrison? Now you get to play through all the areas that Magomedov's men had access to but you didn't. With the fortress as

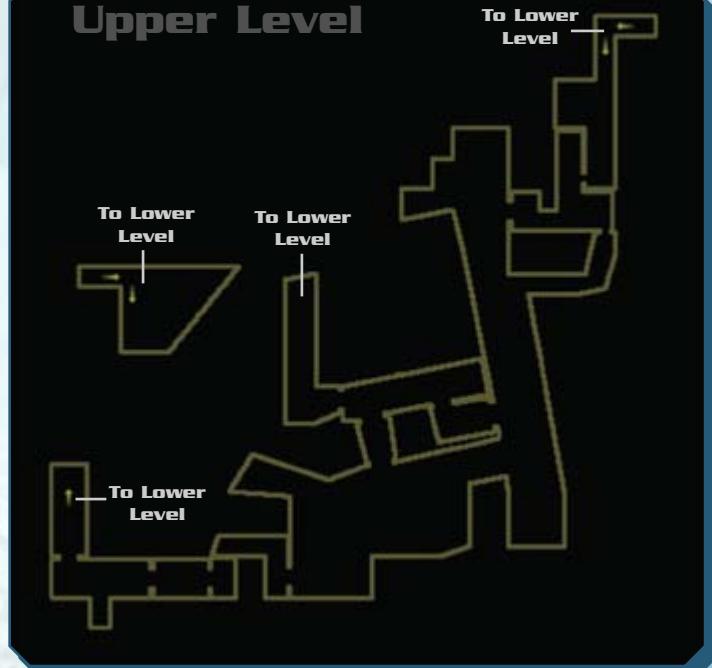
the central spot, you can run up previously barricaded steps and camp out on porches and walkways unavailable to all but enemy snipers before.

Lower Level



The majority of the map is outdoors work. There are some hallways and apartments that you can cut through on the upper level, but for the most part you will battle enemies in the open plazas and—surprise, surprise—back alleys. Consequently, bring along an assault rifle, or if you feel like camping and doing some stealth work, then a sniper rifle. Closer combat weapons like the M4 will do if you stay in constant motion and plan on visiting the interior locations.

Upper Level



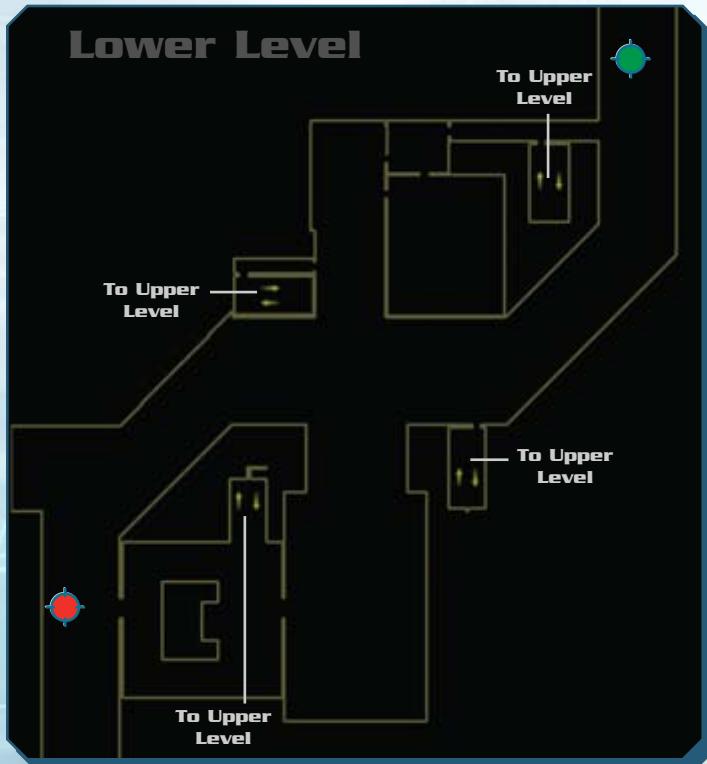
Streets of Milan



You don't just patrol the streets in Milan anymore.

It may look the same as the solo mission from your spawn point, but turn the corner and everything changes quickly. Where you once had a defined, linear street to follow, you can now branch out to side plazas and alleys. Not only that, but you can enter buildings and climb up to the short rooftops to survey your surroundings. It's a radical departure from the original map, but a welcome one for multiplayer where you want the action fast and furious.

Lower Level



If you're playing an "every person for themselves" objective, you want to get off the street as soon as possible and head for one of the rooftops for a better

view on the other players. If you get in extreme danger in the building in front of the trolley car, it's possible to shoot out the window on the upper story and leap out. Of course, it still drops you down three-quarters of your health, but like we said—it's for emergency use only.

Upper Level



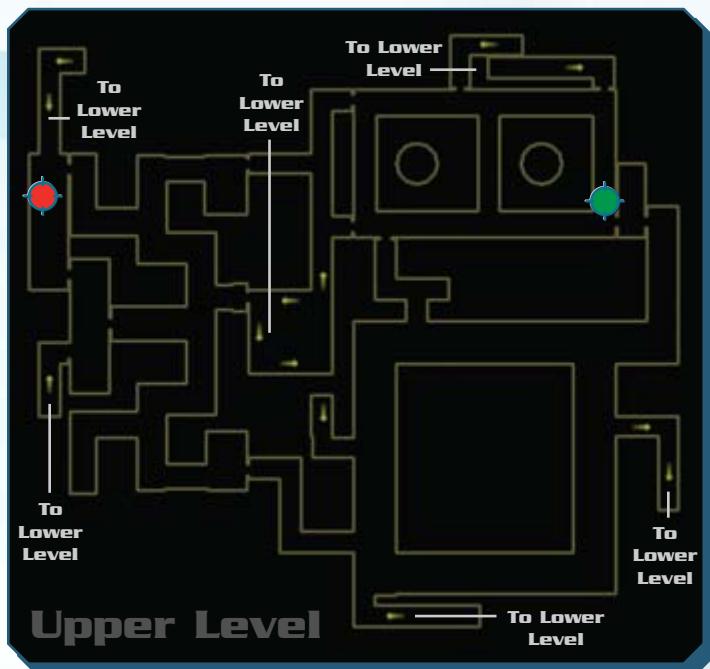
In team scenarios, flank your team out and methodically clean the area from bottom to top as you move. If you can remove any threats as you proceed, you'll always know where to find the enemy—ahead of you. With enough players, you can set up snipers on the rooftops to cover your progress up the main road.

Nuclear Reactor

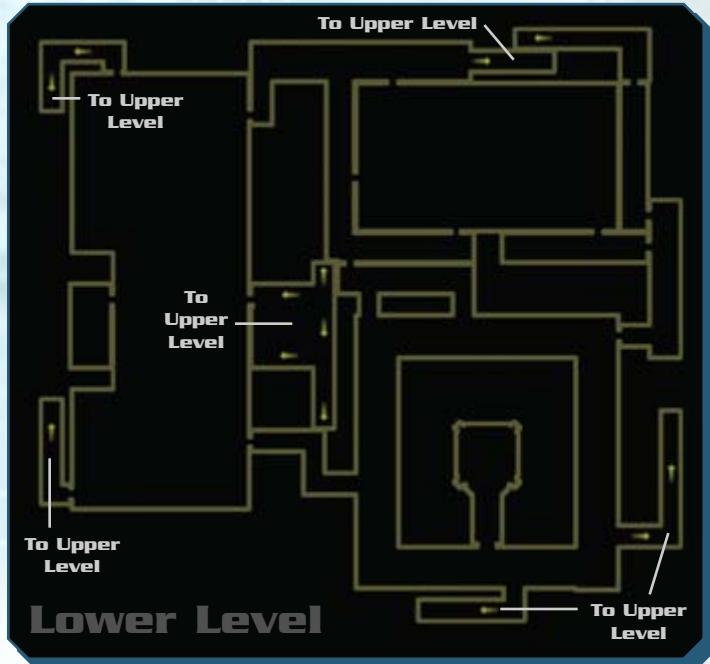
You won't recognize the multiplayer reactor map. Besides walking up and touching the reactors, you have lots of concrete stairways connecting multiple levels and a more elaborate catwalk system outside that links all the buildings.



The multiplayer reactor tries a new coolant technique—outside air.



Don't be caught dead in the large open areas like the giant room with the raised platform or the reactor room, or you will end up dead. There are too many windows looking out on these areas; and with two levels above, it's easy for an enemy to lob a grenade down on your head.



Because of its size and many passageways, you may have to hustle on this map to find people. In a game with a short

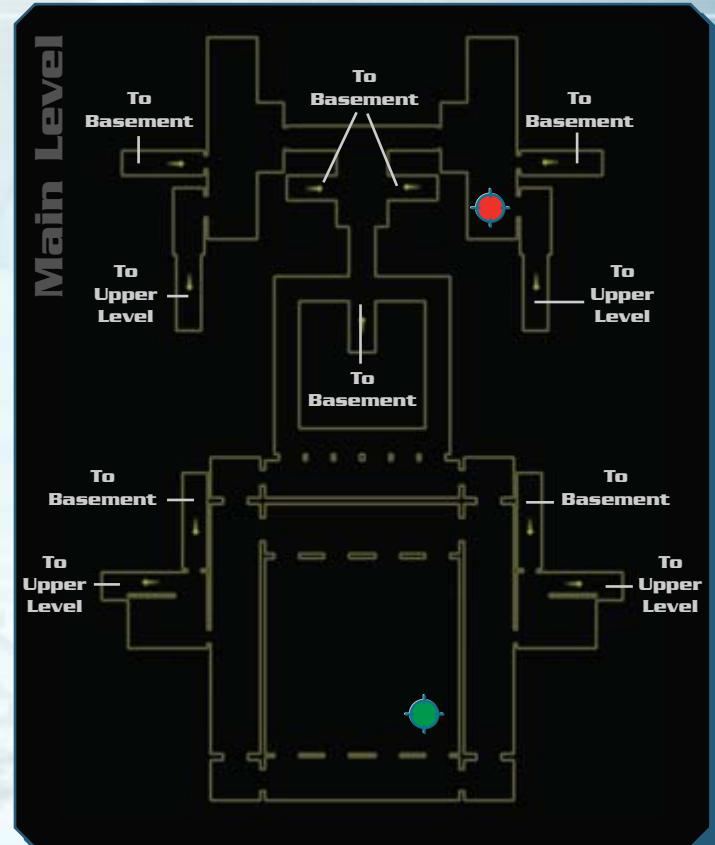
time limit, you should grab a reliable close-combat weapon like the M4 and play the game at a run. Master the art of firing on the run and ducking around corner. If a firefight gets too severe, try one of the many stairwells and double back around to take the enemy from a new direction.

The Castle

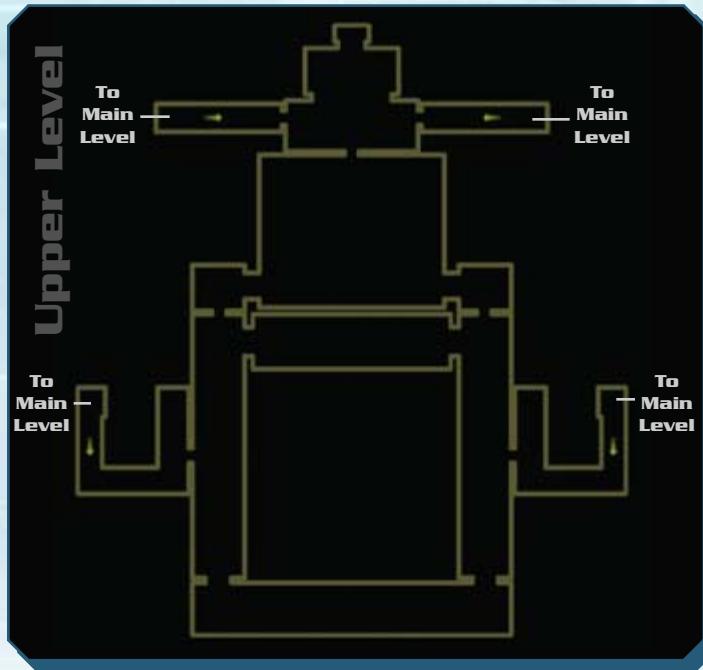


The fountain courtyard can once again be a gunfighter recreational area.

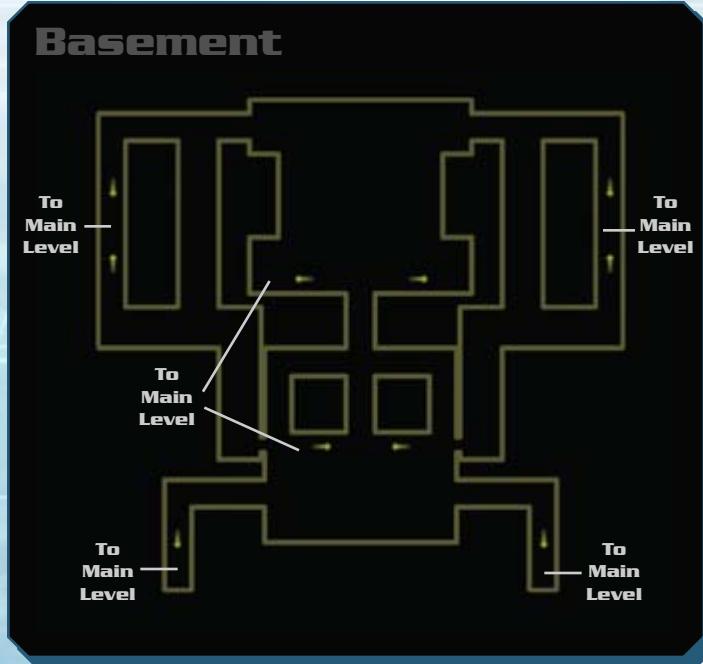
for up and down action, since you'll find yourself on many stairs as you run from courtyard to the lower level and back up to the walkways of the upper level.



A weapon like the UMP or the P90 stacks up well here with all the movement and possible tangos suddenly in your face. If you prefer the heavy weapons, you can still line up shots from courtyard windows (like the upper level above the fountain) or from a higher platform to a lower one.



Basement

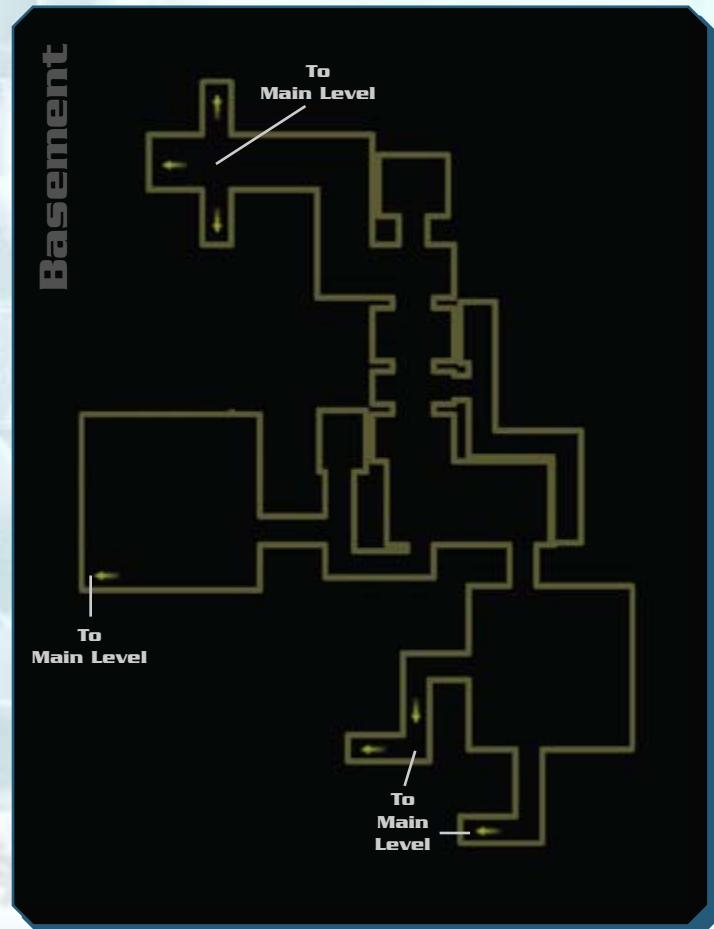


Ruins

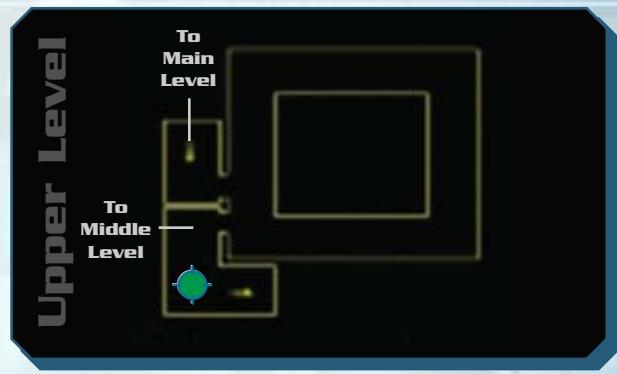
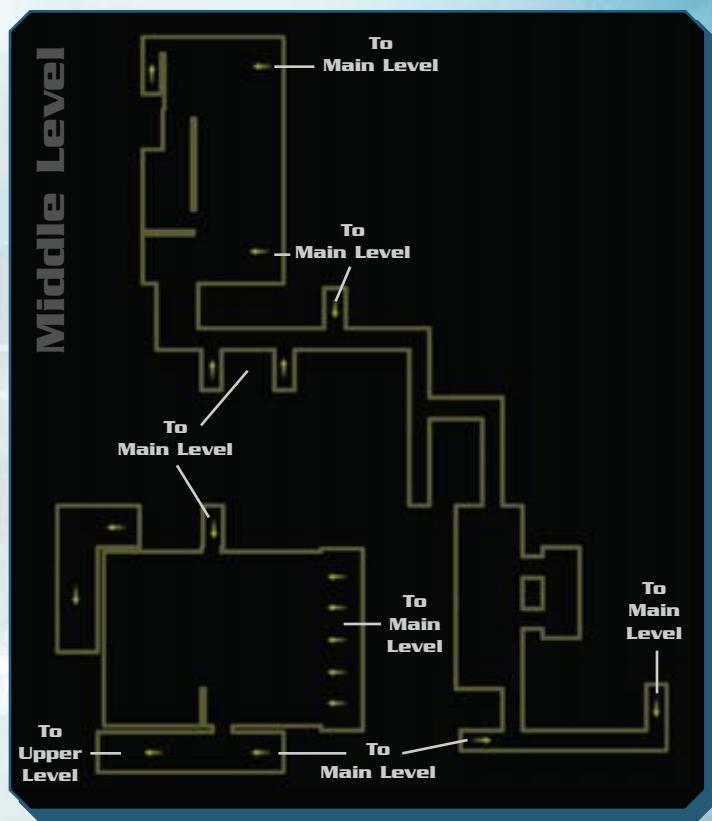
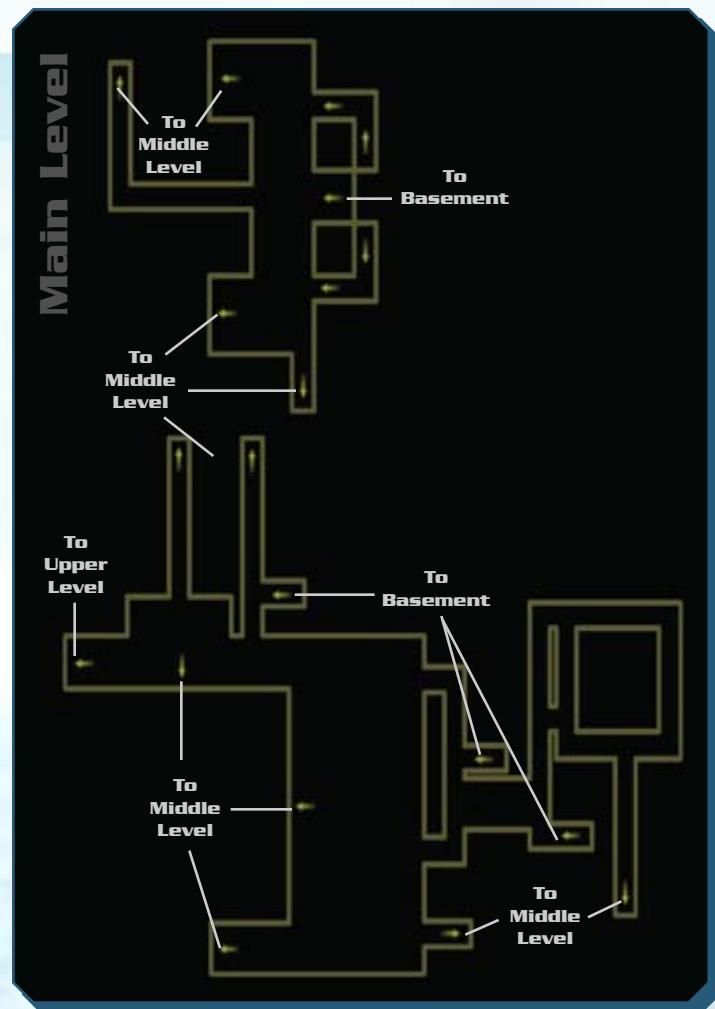


Temple ruins and underground passages can hide anyone.

This time around, you center around the temple ruins, with a level running above it and two below it. With a mix of both outdoor and indoor locales, the ruins should be a fun hotspot for lots of games.



If you recall the archaeological dig that was the first mission, you'll spot many familiar landmarks in a completely altered map. Unlike the solo mission map, you don't have a long, sprawling journey through an ancient maze. This

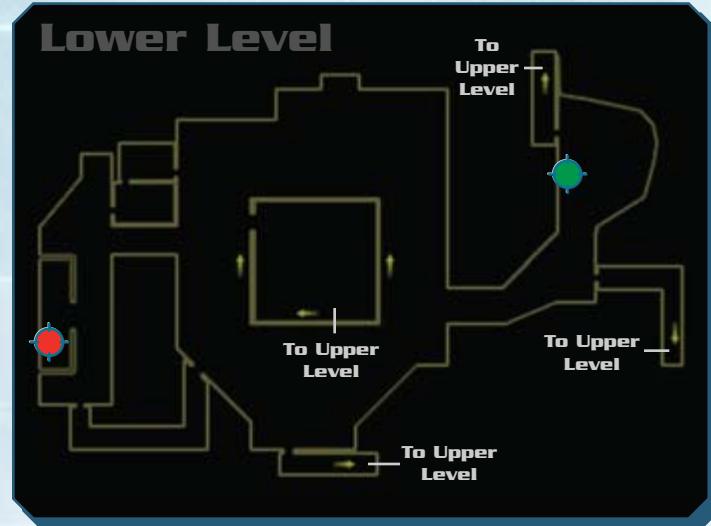


Agora

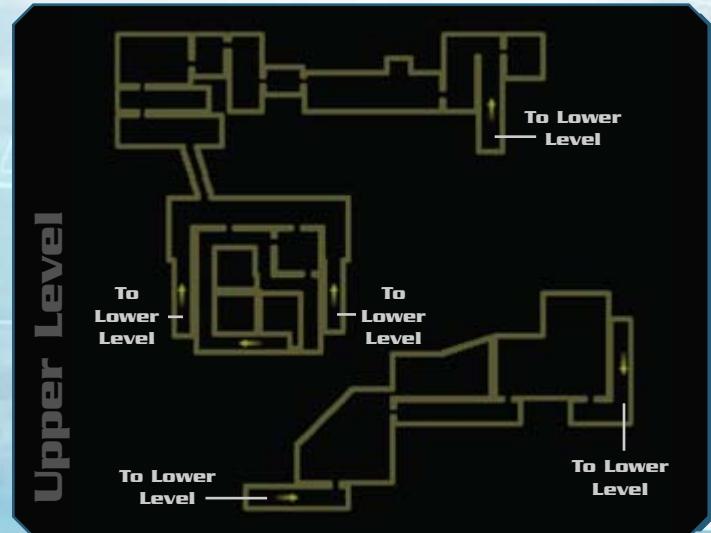


A bull stands where a horse once stood in the new Agora courtyard.

The street markets are still deserted, except this time they've been rearranged to be much more convenient. After all, there's no race against time, unless you're trying to gun down as many kills as possible in the time limit. Where the majority of work was ground level in the solo mission, it's about half and half (street level and balcony level) on the multiplayer map. You can even work through the apartments in one section, which is a big departure from the original map.



Prepare for another multi-level assault. You'll have to watch above if you run the streets, and below if you navigate the balcony level. One nice thing about the upper walkways: many of them are wooden planks without railings, so you can always bail out to the ground level below. Unfortunately, you lose half your life doing so.

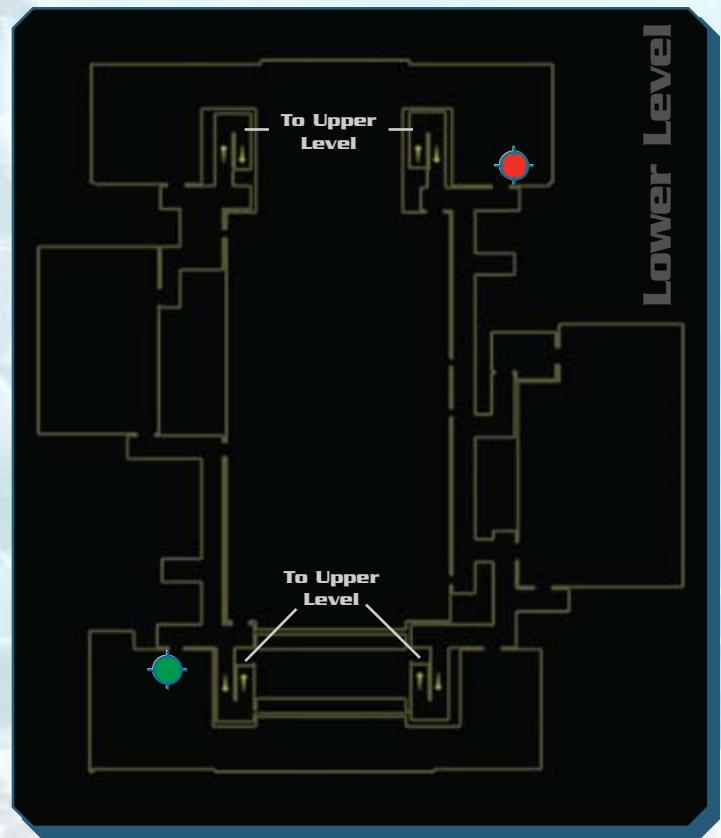


Military Base

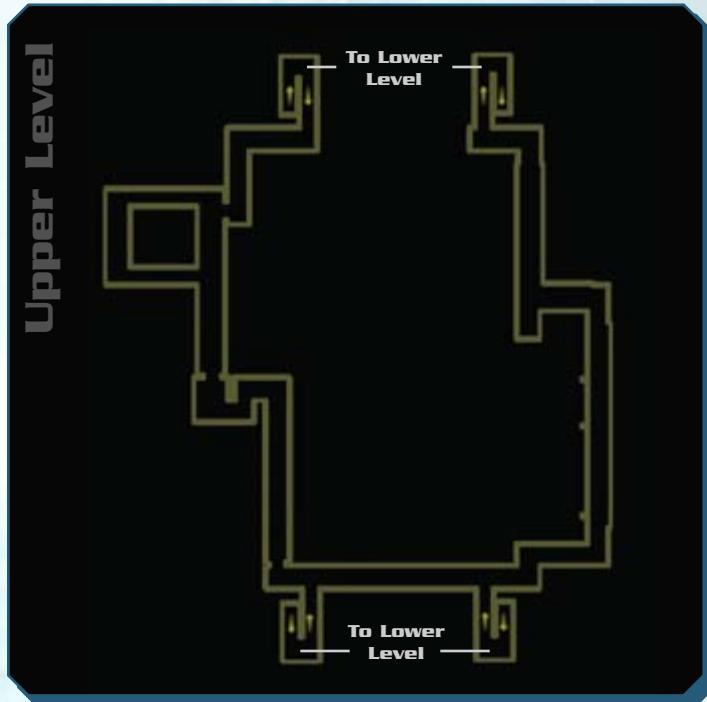


The main courtyard holds tanks and a ton of cover spots.

The military base will prove a favorite. There's something about playing on a map with tanks that brings out the aggressiveness in allies and enemies. The corridors inside the base are tight as can be, so there's nothing hiding while you navigate. In a firefight, use the cover of barrels and crates to avoid the builds. You can't dance to avoid them. In the larger warehouse spaces, you can get some standoffs, though with enough teammates you have room to flank your bunkered down opponents (especially from the catwalks that overlook both areas).



Outside, you can loop around the building, but the main attraction is the main courtyard with the parked tanks. Up and down the courtyard, you have trucks and crates in which you can hide. Players can shoot out of the building windows, but the real fighting will be amidst the tanks.



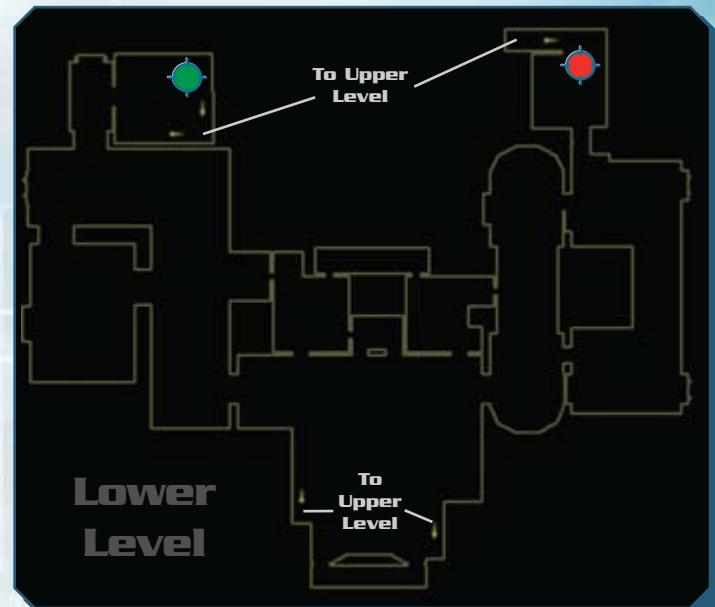
Rocket Facility



It's your old friend—the missile command center.

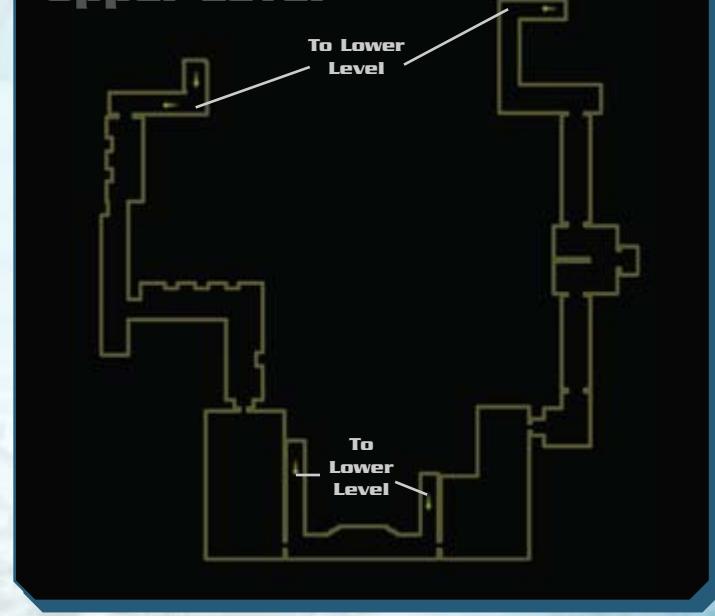
basement this time). You can hide out in the control rooms around the missile command center. Plus, you can visit some familiar places like the insertion zone area from solo action.

Like some of the other multiplayer maps, you get to see where the bad guys lined up in the single-player mode. You can walk the catwalk above where they held the basement hostage (though not in the

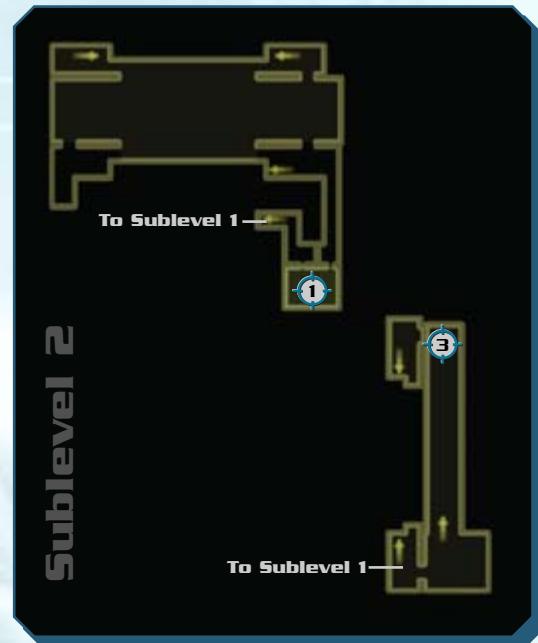
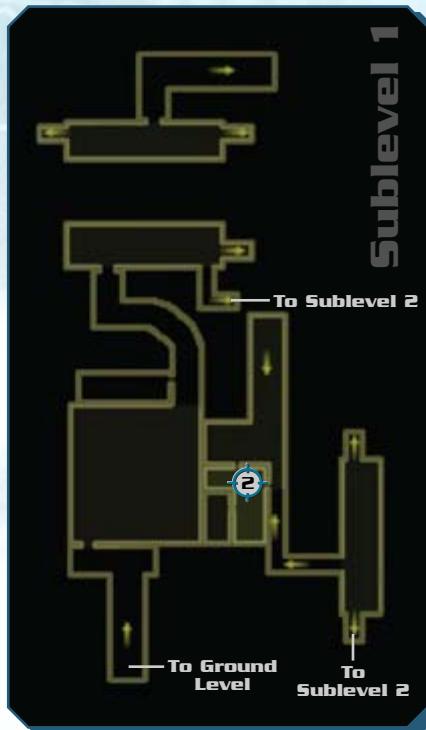
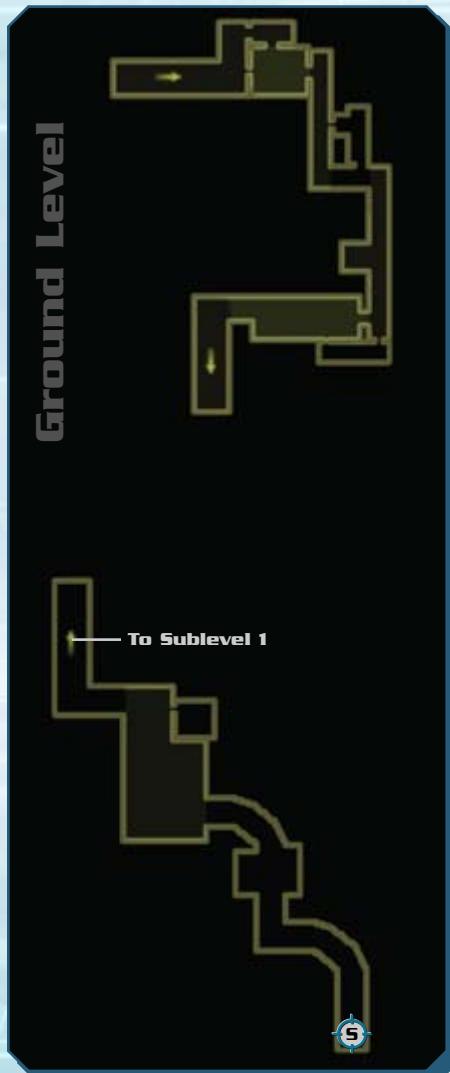


It's not about stopping a rocket launch in multiplayer. Depending on your game variant, you want to plan out your attack runs in the rocket facility carefully. Many rooms have stairs up to catwalk platforms. If you can reach those platforms before the shooting begins, it'll give you a leg up on the competition. Memorize your escape routes, and you won't have too much trouble regrouping for a new assault if things go bad the first time around.

Upper Level



Mission 1: Subway Station



Today the fog coming from London is tear gas. Earlier in the day, a host of armed gunmen attempted a robbery before the London police intercepted them. The robbers fled down into the Underground and turned the subway station into a battleground. Amid tear gas canisters and high-powered bullets, you and your team must rescue two hostages and disarm an explosive device, all while neutralizing more than 50 terrorists. You had better not be rusty from your last mission.



It can get dark in the London Underground. Switch to night vision when the gloom gets too thick.

The Briefing



Mark the terrorists' positions from the BBC footage you receive at the briefing.

Pay attention at your briefing. That's good advice on any mission, but in this one in particular, the mission slideshow delivers some important intelligence. In the first set of slides, the BBC footage reveals terrorists in the ticket lobby. Notice that several gunmen camp out behind the lobby pillars, and two enemies hide out around the corner by the escalator. When you reach this area, every bit of extra information helps you make decisions while under pressure.

The second slideshow reveals the positions of several terrorists around the subway cars. Immediately, you'll see that the enemies stake out the platform *and* the tracks beneath the cars. These slides should warn you to tread carefully when you hit this area.



Study your map and station blueprints to determine the safest route through the terrorists to the hostages.

Beginning with the third set of slides, the briefing reveals the blueprint layout of the whole complex. You have an in-game map that's always on once your team starts navigating the subway; however, it's still nice to check out the whole complex from one top view. The briefing displays the location of both hostages (though they won't be as easy to reach as the briefing leads you to believe) and presents an overview you can examine for the best possible attack route.

Spend a little time with the briefing and the instant reward will be less pain and suffering. This first mission is not a cakewalk. Unless you prepare yourself early—and adhere to certain tips in the briefing, like avoiding enemy flanking fire along the subway platforms—more than one of your team might bite the bullet.

Guns & Ammo



Suit up with flashbangs and gas masks so you can deal effectively with the troublesome terrorists.

Based on the briefing, you know the terrorists have thrown tear gas canisters at the London police, so prepare yourself with gas masks. Much as you'd rather have another grenade or piece of equipment in the fourth slot, the

gas mask will save your life if you get caught in one of the small tunnels with a large gas cloud. As your third slot,

grab a flashbang grenade in case you need to stun any

terrorists guarding the hostages.

Load up with the G3A3 as your primary weapon. When in doubt, the G3A3 is the best assault rifle on any mission. Inside the subway, you have the luxury of pounding enemies with a barrage of fire in close, then clicking on its 3.5x zoom on those long corridors. Just

watch that you don't go crazy and eat up all its ammunition. If you're trigger happy, you may want to go with something higher than 20-round clips.



The G3A3, weapon of choice in the majority of your missions, can hit hard at close range indoors or long range outdoors.



Tip - If you can't decide on a primary weapon, your default should always be the reliable and punishing G3A3 assault rifle.



Your backup weapon, the M203, can clear out enemies hidden around corners or on the other side of locked gates.

and its explosive shrapnel will help you through those difficult spots without risking your skin so much.

Train Wreck



Dying is no fun. Avoid it with keen eyes and a quick trigger finger.

first sign of movement. When you reach the subway train, you had better be on the top of your game or you're gonna get wrecked.

This is not a stealth raid. If you can sneak up on the bad guys and pop them when they're not looking, it will help your general state of mind (and body). Most of the time, though, you'll keep your finger on the trigger and squeeze at the

Your backup weapon should definitely be the M203 HE. There will be several dangerous corners in the subway, where the terrorists have an area fortified and you must expose yourself to break apart their position. The grenade launcher

First Lobby

Your team begins in an isolated passage in the northeast corner of the map. Give the order for your team to follow you and set off down the corridor. It sneaks to the left, then back to the right. Pause when you see a short stretch opening into the first lobby.



All looks quiet in the first lobby. It's not.



Spot the first terrorist's gun near the rotating advertisement.

All might seem quiet, but you should know by now that a setup like that signifies danger. A single terrorist hides behind the rotating advertisement in the middle of the lobby. You can't see him if you walk straight down the corridor. Angle out to your left slowly and you'll eventually spy his gun hand sticking out about halfway up the lit posters. Try to clip his hand, or if you're feeling adventurous, angle out even farther so you can catch his shoulder or half his torso. Just remember that if you can see his face, he can see you and the bullets will start flying.



Advance on the first gunman and plow into him before he realizes you've arrived.



Tip - Deal with enemies quickly and reinforcements won't get the drop on you. If you're fast enough, you may still ambush a second set of enemies investigating shots on the first group.

If you get into a long, drawn-out battle with the first enemy, your road will be more difficult. A second guard from the tunnel behind the first lobby investigates when the gunfire starts. You have about five seconds to take down the first gunmen before the second joins the fight. Assuming you pick off the first enemy, you can lay in wait right where you are for the second enemy to walk into your crosshairs. Even if you don't catch him in an ambush, the second guard has to cross a lot of open tunnels to reach cover, so you will have several shots before he becomes a nuisance.

Once the first two guards have been aerated, you can advance into the first lobby area. Walk to the next tunnel and hug the left wall as you peer down the straightaway into the second lobby. Things are about to heat up.



A second enemy investigates the commotion.



After you down the first two guards, you can sneak up on the second lobby.



Second Lobby



Another terrorist hides past the turnstiles.

rear of the room. He has a clear shot at you once you pass the first row of chairs. His partner hides near the office to your right. Once the gunfire begins, he'll step out and try and peg you.



His partner steps out from cover after you start shooting.

him quickly. A second or two later, the turnstile gunman's partner will "surprise" you from the right. Swing your gun in that direction and hit him with a burst or two before your adversary has a chance to set up a shot.



Sometimes an enemy patrol will sweep the second lobby.



Depending on their mood, the terrorists sometimes deploy a couple of extra guys in this lobby. Search the lobby carefully—sweeping from left to right in your zoom mode—to make sure there are no roaming enemies. If you see one in the lobby, you probably have four enemies to deal with instead of two.

Unload on the closest one, then use the chairs as cover as you weave back and forth to draw a bead on the other enemies. You might find a terrorist inside the office. Shoot out the window and plug him early in the fight. If you don't, he has a clear shot on your whole team.



With more enemies in the second lobby, you may find one of them in the office.

Escalator



The first escalator holds tear gas and a chance for some free slugs in the stomach. You'll want to pass on both of them.

disorienting gas. Deal with the terrorist, but don't go into the next room until the effects of the gas have died down.

Proceed to the escalator and slink slowly down the stairs. A lone gunman guards the bottom level, and will usually fire off a tear gas canister at the base of the escalator. If you don't have gas masks, you will have to move through the



The escalator enemy may use tear gas and hit you from the corner.

If you are wearing gas masks like we advised, the gas won't do a thing to you. In this case, the enemy usually steps up to the corner and tries to catch you with a slug from this cover spot. You'll have to aim well and shred him before you reach the escalator's bottom level.



Caution - *Do not enter the ticket area until you have dealt with the escalator enemy. Even then, you need to tread gently to avoid a rocket launcher assault.*



The escalator enemy's backup plan has him positioned against the corner for cover fire.

Ticket Area



The first enemy fires a rocket at the doorway, and you don't want to step into that mess.

Now for the tricky part: Your next enemy holds a rocket launcher and it's pointed right at the doorway you're about to enter into the ticket area. You need to bait the enemy into firing the rocket at the wrong time, so dart into the room and then dart back out. The rocket should strike in the corner, and if you've backed up far enough, the explosion won't hurt you at all.



Swing around the doorway and drill the terrorist armed with the rocket launcher first.

Jump back into the room and swing around to the right. The rocket launcher will be preparing another attack in the back corner. Shoot him up before he figures out how to discharge a second rocket in your midst.

A second enemy patrols between the pillars and advertisement posters. Lock on him as soon as possible and snipe him from the doorway before he has a chance to locate your exact position.



Find the second enemy out among the pillars.



Two guards in the back of the ticket area will try and catch you from behind. One is in the office and another is hidden in the shadows.

Hoping to catch you from behind, two more guards sit in wait in the far left corner. The first guard stakes out the office that runs the length of the ticket area. Move slowly to your right into the room, and shoot him through the glass window while he aims on your previous position.

The second hidden enemy is much tougher to spot. He hides in the shadows behind one of the wall supports along the left wall as you enter the ticket area. If you angle out to your right slowly and watch the far wall—you may want night vision to see in the shadows—you should spot part of him before he returns fire.



You can't reach the hostage yet, but you can eliminate his guard through the wire-mesh window.

To your right, you can see one of the hostages through a wire-mesh window. Unfortunately, you can't reach him yet. You'll have to best the maze that is this subway station before you rescue him. However, you can make things much easier later on by removing his unwanted bodyguard.



Caution - You can't reach the hostage from the ticket area. That doesn't mean that the hostage's guard can't reach you. The lone enemy in the hostage room can shoot through the wire mesh, so make sure you shoot first.

Advance on the window slowly and zoom on the right side. As you step toward your left, the terrorist guarding the hostage will slowly slip into view. Don't go lightly on the trigger. Because you're shooting through wire mesh, some of your shots will be deflected. Deliver a healthy bullet load through the mesh—careful not to spray the hostage—and the enemy should be another man down.

Subway Platform

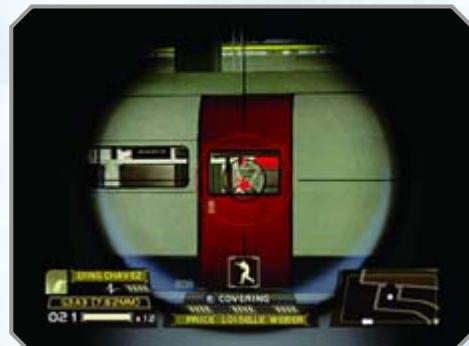


The passage to the subway platform isn't guarded, but it leads to an ambush.

the terrorists in the subway car will charge to the red door directly in front of you and give you everything he's got. Silence him before you take a step farther.

Once the screaming terrorist is down, angle out to your left to bring the right side of the subway car into view. Two more enemies will shoot at you from the next car. Each one is a difficult shot because you have

to strike them through a thin window (the car's sides will deflect the bullets). Don't exit the tunnel until all three terrorists inside the subway car can't fire back.



The first subway terrorist charges to the red door.



Gun down the next two terrorists inside the subway car.

You can walk the tunnel between the ticket area and the subway platform safely. No one patrols this short corridor. When you reach the vending machine along the left wall just in front of the subway platform, you had better slow down.

With a yell, one of

On the platform, there's a single enemy on the far right near the stairs. You have two possibilities to take him out without serious problems.

The first, and probably the safest, is to peek around the corner and target him from the protection the corridor offers. From his exposed position, it will be a challenge for him to wing you before you permanently stop him.



The enemy by the stairs looks to hit you as you step out onto the platform.

first crack at you. Also, he has a hidden backup partner that can wipe out your whole team if you don't find him quickly enough.



Watch out for the assassin in the window above the tracks.

encounter. Instead, step out just far enough to get the angle on the window and pop the assassin before he becomes the hero of the terrorist squad.

The second approach is to use the pillars on the platform as cover and fire away from there. You might have a straighter shot from the pillar, but in the split second it takes

The last enemy hides up in the high window above the tracks on the right wall. Armed with autofire, the assassin spits out lots of bullets on the platform below. If your team walks out in the open, they won't survive the

First Hostage



Choose the right passage to descend to the first hostage room.

On the first door, give your team the "open, flash and clear" command on zulu. Your team will hold at the door until you push the zulu button, which allows you to get into position on the second door.



Give your team the "open, flash and clear" order on zulu.



Charge into the room after the flashbang and nail the terrorist before he can recover his vision.

Give the zulu command and let your team hurl the flashbang grenade into the room. The white-light explosion will blind the terrorist guard inside without harming the hostage. Kick open the door right after you hear the flashbang explosion. Charge straight at the terrorist and shoot to kill. From your angle, you shouldn't hit the hostage with even one stray bullet.



Tip - It's a good idea to save your game after you complete an objective. On this mission, always save after rescuing the first hostage.



You have saved the first hostage!

Now you must locate the second hostage that you saw through the wire-mesh window.

Tunnel Vision

On the way to rescue the second hostage, be on red alert for sneak attacks. You want to look everywhere like a paranoid conspiracy nut, and leave no corner unseen or you may pay for your miscalculation. The enemy



Keep your team close and ready for action on the subway platforms.

loves to catch your team in a crossfire on the second leg of your subway journey.

Subway Tracks



A second terrorist with a rocket opens up a new passage for you. stymied from continuing by a locked gate. The new rocket-toting terrorist has blasted this gate to pieces.



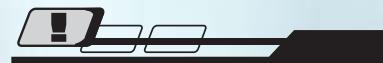
Nail the two terrorists on the lower track level. One stands on the far end of the near platform, and the second races for a position on the other side of the train's wheels.

Use the destruction to your advantage. Head down the stairs to the lower level (below the train tracks), and you'll spot the rocket launcher terrorist on the far end of the walkway. Fire on him immediately. You can't afford to let him retaliate in any way.



Cut through the square hole to cross to the second subway platform.

While this is all going on, a second terrorist on the other side of the tracks will run past you and spray you with gunfire if you aren't prepared. Aim in the space between the train wheels and try and pick this terrorist off as he makes his dash. If you can't hit him from this side, you'll have an extra terrorist to worry about when you cross over to the far side. Most likely, he'll wait for you around the corner near the incline up to the second platform. But you may get lucky and catch him out in the open by the tracks.



Tip - *If you've taken a few bullets and don't want to risk an open dash across the tracks, you can always send your team across on a move order. As a group they have a better chance of tracking and finishing off any unseen foes.*

Head past the fallen rocket launcher guard and walk up the incline. On the right wall is a small square hole that you can climb through. It puts you out on the train tracks, and you can cross over to the second platform from here.



One more guard patrols the second platform.



If you've done your work properly, the second platform should now be clear.

Scan the platform's upper floor for one more terrorist. Sometimes he patrols along the platform ledge, in which case you'll have an easy shot. More often, he likes to stay tucked in the left corner. Look for him in the

shadows between the pillars. If you're having trouble finding him, switch to thermal vision and see if you can fix on his heat signature.

Second Platform



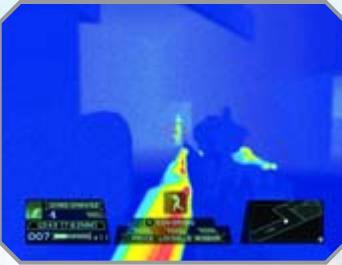
Switch to your M203 to send a grenade to your next friend.

choose to battle it out, be quick about it. Even so, you'll probably take a bullet. To be sure that you don't lose any blood, switch to your M203 grenade launcher and send a shrapnel greeting card around the corner. When you hear the howl, you know the gift hit its mark.



Amidst a cloud of tear gas, the next terrorist will charge down the escalator at you.

As you approach the escalator at the end of the short tunnel, three terrorists will drop tear gas on the moving stairs and launch an attack. The first terrorist charges out of the gas, down the leftmost escalator. Mow him down before assaulting the remaining two.



Use thermal vision to lock on the two remaining terrorists in the tear gas haze.

Click on thermal vision and you'll see through the tear gas like it's not even there. The second terrorist waits at the top corner, so climb up the escalator slowly until the left side of his body comes into view. When you have enough to shoot at, dispatch him and move up to his spot.

The third terrorist lingers in the doorway across from the escalator. He probably won't know you're there in the gas, but don't take chances. Fire a burst or two into his torso to make sure he doesn't get up again.

Balcony Assassins



Enter this corridor and a terrorist sneaks up behind you at the locked gate.

Head through the room at the top of the escalator and into the next corridor. You'll see a door on the left wall and a glowing green poster on the right wall. It looks deserted, but it's a trap. Directly behind you is a locked chain-link gate. You won't think anything of it when you pass it—the gate appears like all the others on the mission that don't lead anywhere—but a lone terrorist will emerge from the side after you walk up the corridor and shoot you in the back.



Caution - Not every locked gate is a dead end. You might not be able to access it, but some enemies will appear from behind these gates to shoot at you.

Don't let him get the drop. Walk into the corridor a few steps, hug the wall and turn around. Wait for the sneak attack to spring, and let him have it with a surprise of your own.



Smash the guard at the gloomy corridor corner.

At the end of the corridor, before it turns to the left, things really get dark. Switch to night vision so you can out duel the single enemy waiting for you around the corner.

Another terrorist waits to ambush you at the chain-link gate on the wall to the left around the corner. Leave night vision on, and rattle a few bullets through the locked gate to clip your would-be assassin.



Fire through the chain-link fence to catch the next terrorist.



Two terrorists protect the left balcony.

Don't worry about the open doorway straight ahead. There's no one inside. The door on you right, however, holds a room with a balcony level. Three more assassins wait for you to try and cross the room. Don't give them the satisfaction.



A single terrorist walks the right balcony.

another terrorist, who emerges from the open door next to the red sign.

From the doorway, zoom on the left balcony and scan in the corner. One terrorist on patrol will eventually cross in front of your targeting sight. Shoot him, then swing to the left about 10 feet and watch for



Blast the terrorist in his chain-link pen.

On the right balcony, a single assassin hopes to catch you in an exposed position. Inch into the room until you have a bead on him. If you can't spot him right away, click on thermal vision and scan for a heat signature.

About three quarters into the room, another terrorist behind a chain-link fence shoots at you from the left wall. Use the advertisements as cover and fire as best you can through the metal barricade.

Second Hostage



The shadow on the wall betrays the assassin above the escalator.



Subway Station

Cross the balcony room and enter the small platform at the top of the escalator. Look closely and you'll spy an enemy shadow on the escalator ceiling. The shadow comes from an assassin waiting in the window above the escalator (up on the wall to your right). The assassin longs to kill the first person to step on the escalator. You can foil his plan by catching him with a bullet as you slide slowly into shooting position.



Caution - The most dangerous enemy in the subway system waits for you above the escalator that leads to the second hostage.

There's more trouble ahead. Descend the escalator halfway, then wait a few seconds. The enemies in the office ahead will chuck out a grenade into the hall, and you don't want to be near it when it goes off. Train your gun on the door to the right of the red poster.



The guard at the desk can fire grenades out into the hallway.



Gun down the hostage takers one, two, three in the office.

Three terrorists hold the office between you and the second hostage. The first hides behind the desk to the immediate right of the door. The second stands in front of the hostage door (in the middle of the room). The third uses a desk on the left side of the room for cover.

Depending on how much ammo you have left, you can snipe your way through the three bad guys or blow them away with a grenade or two. You don't have to worry about the hostage; he squats in the next room behind a closed

door so the shrapnel won't reach him. Fire a grenade into the room, then charge in to clean up whatever riffraff is left.

With the three hostage takers down, you can retrieve the second hostage without further incident. (You did kill his guard through the window way back when, right?)

Secure the hostage, but as soon as you do, the terrorists set their bomb to blow, so you don't have much time.



You can also opt for a grenade to help clear the office.



Finally, you've double all the way around to free the second hostage.

Where's The Bomb?



The bomb starts ticking as soon as you rescue the second hostage.

You have one minute and 15 seconds. Don't waste any time, and charge through whatever enemy fire comes your way. You will only face one more terrorist directly in your path, who you will have to eliminate, but everything else is secondary. If you don't shut that bomb off, the mission ends for everyone.



Caution - Stop to fight before you deactivate the bomb and no one wins. Forget about enemy fire and race directly for the explosive device.



Wind down the stairs in search of the bomb.

Exit the hostage area through the office door on your right. Follow the corridor as it twists and turns and heads down to the next level.



Run along the subway platform and out the back stairs to enter the subway car from the rear.

You'll come out on another subway platform. Head to your right and down the stairs at the end. These loop you around to a set of stairs that take you up and into the rear train car.

The last terrorist jumps out from the left side and puts himself between you and the bomb. It's you or him, so continue your charge and fire everything you have at him. It doesn't matter if you use up the last of your remaining ammo—he's the final terrorist. Kill him and you can reach the bomb.



At full speed, dodge the explosions from distant rocket launchers and kill the last terrorist between you and the bomb.



Shut the bomb down with seconds to spare and you can all celebrate on a mission well done.

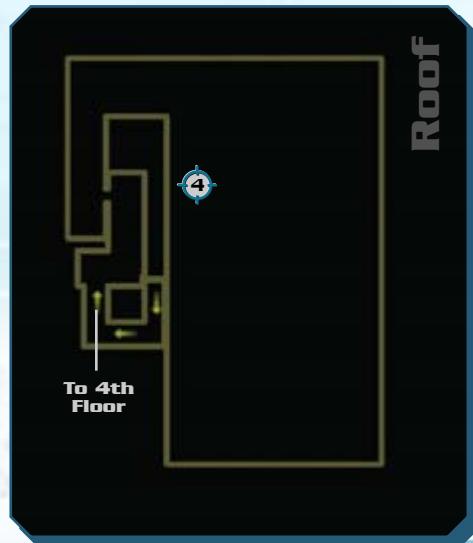
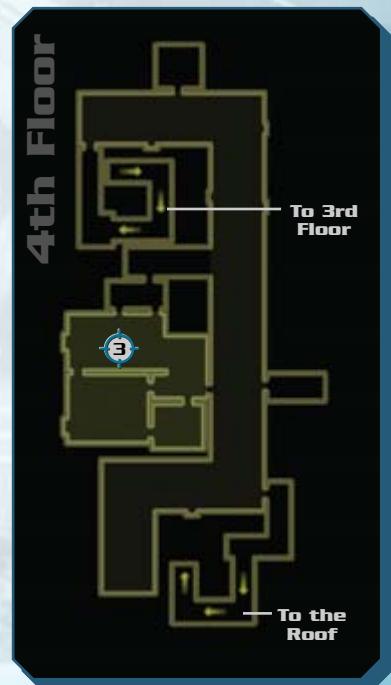
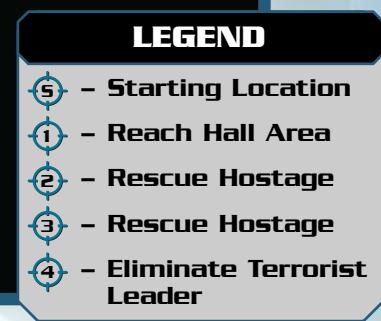
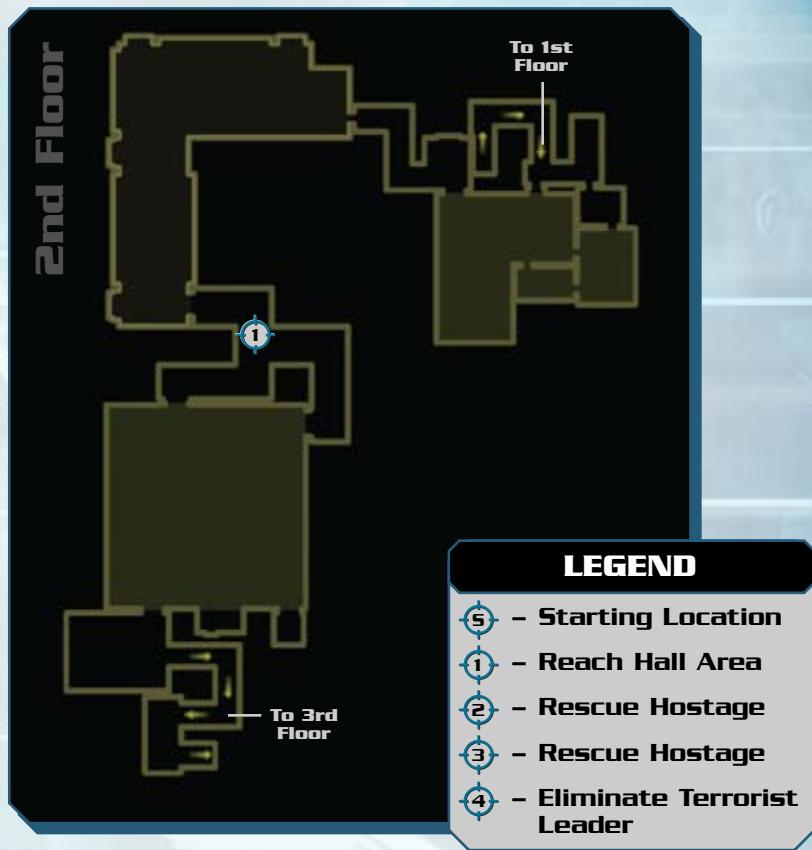
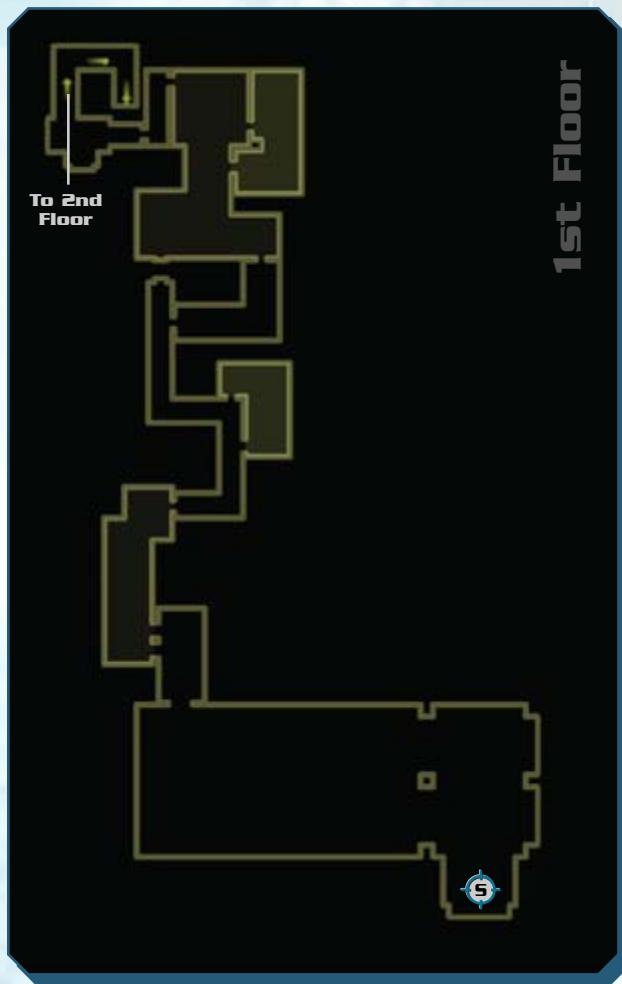


Tip - Fire at the final enemy inside the train while on the run. You probably have very little time left to silence the bomb, and there's really no cover. Shoot him before he shoots you.

If you didn't make a wrong turn and didn't stop to trade slugs with any terrorists along the run, you should have enough time to deactivate the bomb yourself. Touch the bomb and hold the action button until the bomb stops ticking.

Congratulations on your first successful mission! You've saved two hostages, wiped three dozen terrorists off the London map, and quieted a bomb that would have crippled the Underground. You really do know how to run a *Rainbow Six* team, don't you?

Mission 2: The Hotel



Most people check into a hotel for some rest and relaxation. Not you and your team. This particular hotel in Cannes, France, hosts a special scientific convention, and a bunch of terrorists have crashed the party. Taking two scientists hostage, the terrorists haven't made their demands yet, and you have no intention of ever hearing those demands. Like last mission, you must swoop in and rescue the hostages. Unlike last mission, you have a team of organized terrorists holding down this fort.



Take your team from the parking garage through the hotel lobbies in search of terrorists to eradicate.

The Briefing



While on a business trip in Cannes, two scientists were seized by terrorists.

It's time for another search and rescue mission. Two scientists become your top priority when terrorists grab a hotel resort in Cannes, France, and these two valuable men come up missing. Find them alive, then track down the head terrorist until he's dead.



Hotel cameras show the locations of some of the terrorists.

Watch the briefing footage carefully for hints on your upcoming locations and enemy positions. You get some sneak peaks of the parking garage, hotel lobby, dining area, main foyer, and some of the bedrooms. More importantly, the slides show enemies located on the balcony level of the main foyer and behind several hall couches. It won't be a leisurely stroll to the pool after all.

Guns & Ammo



Since we're not sure what sort of resistance will be encountered in the hotel, it's best to take a well-rounded equipment package.

enables us to storm a room and hurt the enemy if we need the direct assault, while grabbing a flashbang leaves us with the subtle option of incapacitating enemies when a hostage could be nearby.



The L85A1 can strike with power and holds 30 rounds per clip.

Hook yourself up with a well-rounded kit for this mission. Both our primary and secondary weapons have enough punch to handle multiple enemies and are fast enough to engage in close combat that might spring up at any moment. A breaching charge

The all-purpose L85A1 works wonderfully on this type of mission. With above average damage and accuracy scores, the L85A1 delivers solid performance. Add in a 3.5x scope that gives you

some range to snipe down long corridors in the hotel or across large rooms, and you can't ask for anything more on an inside job.

Tip - When the briefing doesn't give you an exact idea of the hostage situation, grab a breaching charge and a flashbang grenade. It gives you the flexibility to blow through a door to surprise the enemy or blind a room safely with a booming white flash.



The phosphorous grenade from the M203 RP leaves a lingering cloud in an area that continues to burn enemies for several seconds.

can also use the RP grenades to really drive enemies out of a hole. No one wants to stick around with an acidic cloud burning at their skin and lungs.

Instead of the traditional M203 with the shrapnel grenade, we'll carry the RP variety on this mission. The phosphorous grenade can still harm multiple targets—and it can clear enemies from a bunkered position—but we

You begin safe and secure in the basement's parking garage. No one is around, not even a prying eye on a security camera. Set up your team and have them follow you to the far side of the garage. Exit the door in the corner, but make sure you're fully loaded and ready on the trigger—the action is a door away.

First Hallway

Open the garage door and you may catch the first terrorist with his guard down. He patrols the hall near the garage door and may have his back to you. Even if that isn't the case, you will surprise him and should squeeze off a round before he even knows what hit him.



Beware of the first terrorist in the hallway beyond the garage door.



Two more terrorists attack in the hall, one from the barricaded stairs and the second from the niche by the far door.

In the larger hall, two more terrorists usually patrol the area. The first likes to ambush you from the stairs on the wall opposite you. He may fire off a tear gas canister and bunker down behind the couch that blocks access up the stairs. Worse case, you can snap a headshot off and finish him that way.



Cut across the parking garage to the far door. There are no enemies to worry about on the concrete.

Tip - Despite tear gas being fired at you on occasion, you won't need gas masks for this mission. You only face off against one or two lightly armed terrorists when you face the tear gas.

The second bad guy comes from the niche on the hall's far side. Large enough to conceal a man, the niche also holds the door you want to reach, so one way or another you will have to make the third terrorist smell the carpet the hard way.

Laundromat



To avoid an ambush later, clean out the storage room in the gray corridor.

Exit through the door in the red-carpeted hall and enter a blue-carpeted, gray-walled hallway. Open the first door on your right and duck inside.



Inside the laundromat door, a terrorist looks to zing you as soon as you take your first step.

Exit out back into the gray hallway and take the next door into a side room with a row of sinks. The door at the far end of this room leads into the laundry room proper.

Open the door and sidestep into the room with your gun pointing along the left wall. The first terrorist in the laundry room sits behind a shelf and aims straight for the doorway. If you don't shoot him with your initial burst, he will retaliate and throw bullets through your squad.



Face off against the second laundry room terrorist.

After you vanquish the first enemy, look to your right for a second one standing by the washing machines. As you skirt the shelf in the middle of the room, drop the second terrorist and prepare for the next two.



The third terrorist charges out from the adjoining room.



Blaze through the first terrorist in the storage room, then turn the corner and blast the second one.

Depending on the guard's patrol pattern, you may find a terrorist right in front of you. Pull the trigger as you enter the storage room if you see any movement whatsoever. Around the corner, there will be a second terrorist, so act swiftly and don't hold anything back.



Tip - Inside the hotel, there will be many fights in close quarters. Fire a few more bullets than normal when you have someone at point blank range. You don't want them to return fire and put a serious gash in your defenses.



If you're careless, the fourth terrorist will duck behind a washing machine and fire from cover.

The fourth terrorist thinks about cover first, so he will set up behind a washing machine to shoot at you from his protective area. This gives you enough time, however, to swing back around and barrage his hiding spot with layers of lead. If you don't kill him outright, you'll pin him down long enough to angle out for a better shot.

The Kitchen



Hike up several flights of stairs to reach the kitchen.

Leave the laundry room and follow the hall to the stairs. Traipse up the stairs until you reach the end, then head into the next hall and camp outside the kitchen door.



Four terrorists turn up the heat in the kitchen.

Four terrorists have strategically shut off the kitchen. One terrorist squats to the right of the door, while a second patrols the walkway on the door's left side. The third terrorist shoots from the back door, and the

fourth terrorist is completely out of sight in the room's far nook, behind a large stove.



Drill the three exposed terrorists as quickly as you can.

From the doorway, unload on the terrorist to the right, since he has the best shot on your whole team. Turn your attention to the terrorist on the left, though he may get a shot off at you before you can knock him off his feet.



Tip - Use your zoom to shoot down long hallways or across large rooms.

When you get a moment to catch your breath, zoom on the third terrorist on the back right door. He may have a shot at you, but your zoom is better. Lock on his head and finish him with a single burst.

The fourth terrorist is the hardest to flush out. He likes to fire blindly from his cover spot around the corner to the left. Rather than expose his body, he sticks his hand over a large stove and sprays random bullets everywhere. He's not a good aim, but it's very difficult to hit just his hand sticking out. If you can't wound him after the first 10 seconds, switch to your M203 and fire a phosphorous grenade in his lap. That will either cook him good or get him to run for his life and into your crossfire.



You may need to swap weapons to drive the fourth kitchen terrorist out from behind the deep stove.

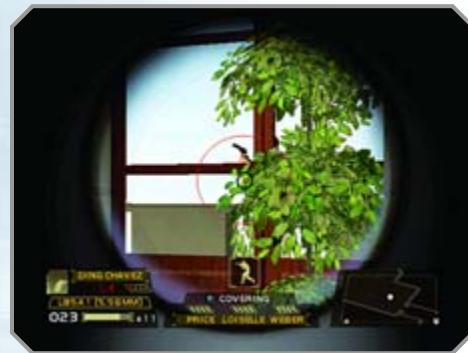
Dining Area

The dining area won't be a picnic. As soon as you open the door, one of the terrorists on the outside balcony lobs a grenade through the window. If you charge into the room, you'll be blown to smithereens, so stick back and let

the smoke die down before proceeding.



Avoid the first explosion tossed in through the window by the guards outside.



Zero in on the terrorist on the balcony.

There is one terrorist on the outside balcony to your right. You might have some trouble spotting him—bright sun pours in and the wind swirls the curtains around—but you need to eliminate him

before you turn that first corner into the open dining area. If you don't, you'll end up in a crossfire between the balcony guards and the guards inside on the main floor.

The balcony terrorist will be outside the rightmost window. Watch carefully when the grenade gets thrown toward you and you'll see exactly where he is. From the doorway, slide out to the wall on your left and lay some bullets through the glass panes. Splatter the terrorist and then inch up and peek into the dining area.

One terrorist should be directly ahead, standing to the left of an overturned table. He's a fairly easy target; however, if you miss him, he will duck behind the overturned table and prove a very difficult obstacle from that point forward. Don't miss.



Sweep the middle of the dining room and plug the lone guard defending it.



Caution - *There are many terrorists in the dining area. Take them out methodically or their numbers will overwhelm you.*

One guard hides behind the first set of tables.





When you round the corner, the remaining guards will toss a second grenade at you.

second terrorist group knows you've advanced, they'll throw a grenade in the center of the room. Up against the wall, you won't feel the effects.



Another terrorist kneels in the second half of the dining area.

Veer toward the corner on your left. From there, you can survey the second half of the dining room, as it makes an "L" turn to your left. Of course, your visit wouldn't be complete without another grenade, so stay close to the wall. When the

The next unfortunate terrorist has chosen no cover for his defensive position. Wrong move, buddy. Out in the open, you can pick him off as easy as snatching a weed from a dandelion field.



Two more terrorists patrol the outer balcony on the far side of the building.

Two more terrorists stand outside the windows in the second half of the dining area. From the corner, zoom and locate each one before stepping foot into the open dining floor. The first one should show up with only a bit of searching. To lock on to the second balcony terrorist, you may have to step out into the room just a hair to get the correct angle.



Your last dining guest hides behind the overturned table in the back.

tables. This move offers you extra protection and gives you the angle you need to zoom on an exposed shoulder or leg.

Use the door in the back of the dining room and it empties you into a deserted hallway. This is your first objective point, and you can rest a few moments here as you plan your next objective, rescuing the first hostage.



Open the door in the back of the dining room and you reach your first objective point.

Seeking the First Hostage

Fight your way through a nest of assassins and ascend up to the top of the hotel on your quest for the first hostage. Don't be surprised if you get some much-needed help from an unexpected friendly force.

Main Foyer



Open the door into the main foyer and you immediately have a guard on you.

At the first objective point, the safe hall, head to the door around the corner to your left. You have more protection from that doorway than the other one, which opens into the center of the main foyer. Open the door and scout out the main foyer.



Next, assassinate the three balcony terrorists before they can snipe at you.



One guard patrols the main floor. He'll be the most dangerous, since he could be right next to you when you open the door. Track him down before entering the room and pick him off at range if you can.



Tip - You can use the pillars in the main foyer for protection if you want to advance into the room and get a better angle on someone.

Three terrorists use the balcony to your left as a staging ground for their assassination attempts on your life. Don't give them a chance. Track them one-by-one from your corner and eliminate them. You have a pillar directly in front of the corner door; this makes it difficult for them to spot you until you fire first.



Another terrorist uses a couch as cover.

Now creep out to your right. One terrorist remains behind the couch that barricades the stairs on the left wall. He will hide behind this couch, with only the top of his head exposed. Wait until you are in the foyer's center area before letting rip. Left unchecked, he could finish your whole team. As soon as even a piece of him appears, click off a few bursts to put him in his place.



The final foyer terrorist will attempt to fire on you from the rear.



Unlock the foyer door as quietly as you can.

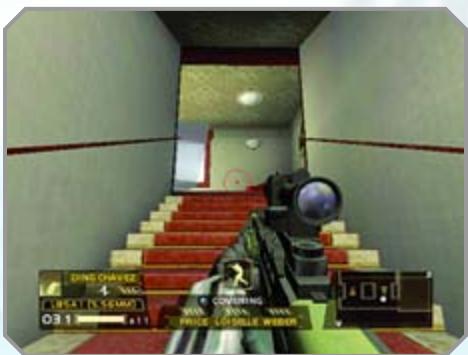
Directly to the left, across the floor on the far side of the room, another terrorist squats behind the fluffy red couch. Zoom on his head and snap off a few shots until he stops moving.

It's safe to cross the foyer now. Walk over to the door in the opposite corner and break out your lockpick set. Unlock the door and point your gun at the guard on the other side.



You can surprise the guard on the other side of the locked door and secure him without a shot.

If you move smoothly, you will surprise the guard and won't have to fire a shot. Secure him with handcuffs, then head up the stairs to the top level where the bad guys are holding the first hostage.



When you reach the door at the top, push it open and fire on the terrorist just inside the hallway. From the protection of the doorway, you should wipe him up before he can return any harmful fire.

Climb the many flights of stairs to reach the hostage floor.



Gun down both terrorist in the hostage floor hallway.

His partner, down the hall in the far corner, is another story. He has a direct shot on you and may snap off a few before you can scope him out. If things get hot, duck back inside the doorway and peek around the corner to take shots at him.



A friendly gunship shows up to machinegun down the three terrorists watching over the hostage.

Now everyone down so you won't have to lift a finger to proceed.



Rush up to protect the hostage from two more terrorists.

Once all three terrorists have been dropped in that part of the hallway, rush around the pile of furniture and position yourself in front of the hostage. Two more terrorists will round the far corner as backup, and you don't want them to shoot the hostage.



Fail to intercept the terrorists and they will murder him on the spot.



Tip - After the gunship rips through the three terrorists in the hall, run to safeguard the hostage. You only have a few seconds until reinforcements arrive to kill the scientist.

The first terrorist charges, so splatter him first. The second terrorist will take potshots from the corner. Wing him as you shield the hostage, or advance up to get a better shot on him.



Complete your second objective by rescuing the first hostage.

Scouring for the Second Hostage



Set your team to breach the first door past the hostage.

With the first hostage secure, move up the hallway and stop in front of the first door on your left. Give the "breach and clear" command to the rest of your squad. There's one particularly tough terrorist

inside that bedroom. If you charge in, he'll unload with autofire. If you try and ignore him, he'll open the door once you've past and attack from behind. The breaching charge will probably destroy the terrorist outright, or

else it will shock him long enough for your team to wipe him up without a hassle.



Two terrorists will race toward you from the other end of the hall.

Peek around the next corner and you'll see two more terrorists take up defensive positions in the next stretch of hallway. Shoot the one closest, then line up a shot along the wall to down the second one.



Hug the wall and hit the terrorists as they round the corner.

Work your way up the wall on your left side. Three more terrorists will assault the area. By staying tucked next to the wall, you'll have first shot at each one. They usually head for the pile of furniture as cover, and if you're more than halfway down the hallway at this point, you will have an open shot at them.



Send the next two terrorists on permanent vacation.



At the next corner, look for two more terrorists. One kneels next to the couch on the right wall. The second stakes out the opposite corner down the hall. Sometimes these two will join with the other terrorists when they assault the hallway with the furniture barricade, but if not, snipe each from the protection of the corner.



Hoof it up the stairs and watch for the guard on the first door on your left.

Take the stairs up to the next hostage level. When you reach the hallway, watch the window on your left; a terrorist lurks outside ready to greet you with lead. The first door on the left also holds a single terrorist who waits to shoot at you as you pass by. Slide along the right wall and make him pay as soon as he comes into view.



Three guards will assault you from the closest barricade.

At the far end of this larger hallway, you'll see a series of barricades. Three enemies, one to the left and two to the right, will shoot at you from the front part of these barricades. You can hit all three from your position near the stairs.



You may want to lob a grenade into the second barricade to break up the terrorists' defensive position.



Four terrorists hold the second hostage.

The side hallway brings you to a room with two doors. These doors both open into the hostage room. You have to deal with four terrorists inside; all will kill the hostage if things go sour.



The hostage stands in the middle of the room between the two doors. Two terrorists flank him on the left and one on the right (with one more behind the door in the corner). Give your team the "open, flash and clear" command on zulu for the left door. You take the right door (so you only have to down one terrorist immediately).



Flashbang the hostage terrorists and shoot cleanly to save the second scientist.

 **Tip**

Tip - Whenever two doors lead into the same room, it's always best to split your team and surprise the enemy with an assault on both doors simultaneously.

When you and your team are in position, give the zulu command and charge through the door as your team drops a flashbang in front of the terrorist pair near their door. The flash should blind the terrorists, and as long as you blast the terrorist in front of you, your team should handle the other two. Watch for your second terrorist to come through the corner door; spray him before he knows what hit him. Secure the second hostage and set your sights on the terrorist leader.

Bag the Mastermind

The terrorists aren't dummies. Once they've lost the second hostage, they know they have no bargaining leverage left. The terrorist leader calls a retreat to the rooftop, and it's up to you to stop them from succeeding in a getaway.

The Bedroom

Leave the hostage room by the door that opens after you've secured the hostage. You'll enter a hallway that bends around to the right. There's a dead-end, short hallway directly ahead of you and a door in the corner. You want the door, but you can't just walk across to it.



The door in the hostage room only opens after you've secured the scientist.



Two terrorists armed with machineguns lie in wait in the next hallway.



Around the bend, two terrorists will rush up to the barricading couch and open fire on you with machineguns. If you're quick, you may catch them running up to the couch, making your life that much easier. If not, you'll have to take shots at each terrorist's head as he pops up to give you a steady stream of slugs.



The lone terrorist in the stairwell will drop a grenade on your head if you're not careful.

masks, it's just him, so the gas won't interfere much. You just need to puncture him before the gas makes your eyes go all wonky.



Climb to the roof and locate the terrorist leader's first bodyguard.

When you open the door to the roof, you'll hear gunfire and an explosion as the terrorists bring one of your friendly helicopters crashing down. Make them pay for that.



The second bodyguard comes out of hiding after shots are fired.

When the two machinegunners are down, take the corner door and head for the stairs to the roof. A single terrorist stands on the stair landing, but he's not much of a threat. He chuck's a tear gas canister down at you, but even without gas

The second bodyguard will come out from hiding on the left side as soon as shots are fired. He'll return fire once he settles behind the center wreckage. Flank out to your left to get a shot on him. You may have to advance on the wreckage itself to pry him out of there.

The terrorist leader stays off to the left side in the corner. He won't engage until you show your position by firing on his bodyguards. After that, he'll join in with his machinegun and try to single-handedly kill you. Don't worry about playing nice. Use whatever force you have left to bring him down.



Eliminate the leader and you end this terrorist cell's threat to the world.

From basement to rooftop, you've cleaned the whole hotel free of nasty terrorists. It's about time you ordered room service and kicked back in one of those beds you passed on your hectic mission to rid the world of another terrorist cell.



Walk around until you spot the burning wreckage. The first bodyguard camps behind the center wreckage. You can snipe him from long range. Look for the top of his head above the wreckage and hit him with a full burst.

Mission 3: Back Alleys



You know the old saying when someone's back is against the wall. Well, apply that to 50 terrorists and you have an idea of how this mission is going to be a challenge.

Colonel Magomedov and his men have retreated into the back alleys of Pavia, Italy, after a kidnapping gone awry. They're burrowed in with the latest high-tech weapons, and it's up to you to dig them out. Without any hostages to factor in, you have free rein on the amount of force you want to use throughout the mission.



Expect tight alleys and turns full of angry terrorists.

The Briefing



Colonel Magomedov tries to swipe a scientist with a background in telemetry.

A terrorist group led by the notorious Colonel Magomedov attempts to grab a scientist with a background in telemetry. Intelligence is unsure why they want the scientist, but they know that the scientist escaped and now Magomedov and his men are trapped in the back alleys of Pavia. From the first few briefing slides, you know it's going to be the toughest mission yet—Magomedov and his terrorist followers have high-tech assault rifles and machineguns that equal or rival your artillery. Tread carefully.



Between the assault rifles and machineguns, you have your work cut out for you.

More than anything, you want to take away from the briefing a sense of "claustrophobia." The Pavia back alleys are very tight and twist around a lot. These spaces make great hiding spots for lurking terrorists and will slow down the mission. Unlike the previous two, where you had to deal with a ticking time bomb and hostages, this mission is a search and destroy run. Take your time and don't expose yourself unless you know an area has been completely cleared.

Guns & Ammo



Load up on the heavy artillery. You don't have to worry about saving hostages on this mission.

has the best damage potential at 26. With this gun, you can make sure when you hit terrorist, they stay down.



The UMP works great in close quarters where you only have a split second to react.

As an added benefit, the UMP also contains suppressed fire. With silent bullets, you can attack a target from a hidden location and they won't know they're being fired upon until it's too late. Even better, you can kill one enemy without alerting nearby enemies, thus keeping your surprise factor high.



Tip - *The UMP has suppressed fire, so stay hidden as long as possible while barraging an enemy position and they may not figure out where the shots are coming from.*

To round out the weapons kit, bring along the M203 HE and two sets of fragmentation grenades. The M203 spits out grenades that can strike multiple targets at long range and bounce around hard-to-recon corners. Don't be shy about shooting them off, either.

With your third and fourth weapon slots devoted to frags, you have plenty of explosives for the whole mission.



Your secondary weapon, the M203 grenade launcher, can explode around corners and punish hidden enemies.

Street Fighting

Pretend you're garbage collectors because you've got a lot of cleanup in the alleyways. With terrorists on every corner—and not just sporting pistols, either—you must follow a methodical plan to exterminate terrorists from each sector or you won't be coming home from this one.

The Flame Throwers

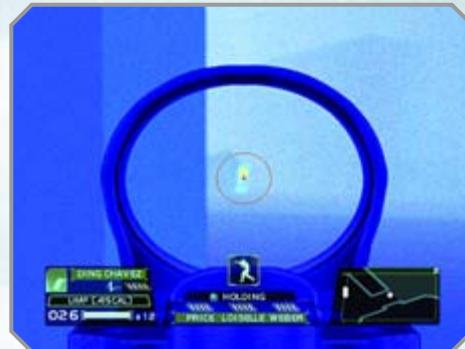


You begin in a dark and quiet cul-de-sac. The real action kicks off in the next courtyard.

Your insertion point starts you off in a quiet cul-de-sac. There's no way out except through an archway into the next courtyard. Of course, two terrorists watch over that courtyard, so you'll have to be smart.



If you have trouble seeing in the gloom, switch to night vision or thermal vision to pick up enemy positions.

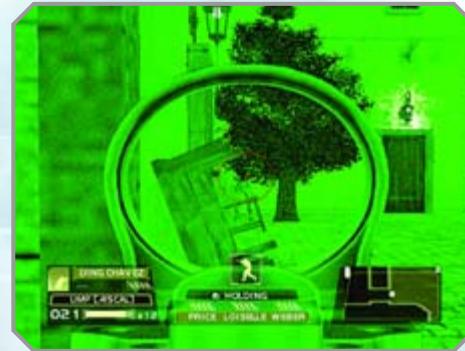


Flip between night vision and thermal vision and see which you feel more comfortable with for spotting the bad guys. Unless you use a powerful scope, your normal vision won't be as effective as your souped-up visions. Night vision generally gives you the best combination of recognizing terrain and spotting enemies. Thermal vision can work, but it may be difficult to keep it on, since there are a lot of obstacles in the back alleys and thermal doesn't define them as well as night vision.



Tip - Stick with night vision for most of the mission to reduce the enemy's ability to hide in shadows.

When you reach the corner under the archway, scan to your left for another alley. Standing next to the dumpster in that passage is your first enemy. He shouldn't hear you coming, so zoom on him and eliminate any resistance before he knows what hit him.

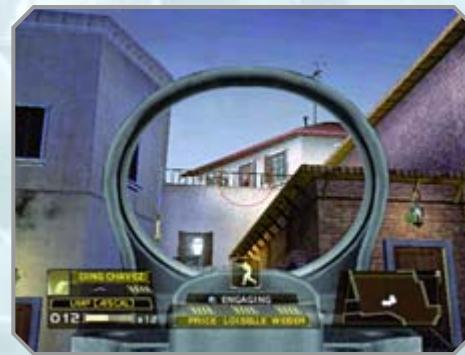


A second courtyard terrorist hides behind the corner tree.

If you weren't so lucky, glance behind the tree first (since that position has the best shot on you) and unload if the second terrorist makes him home there. Otherwise, angle out into the courtyard until you have a bead on the second terrorist.



Beware of explosive cocktails heading your way.



Two assassins wait for you on the balcony.

After those two have been quieted, advance on the dumpster and the alley that heads down a bit and turns to the right. As soon as you have a clear view of the terrorist in the alley corner, stop and look up. There are two assassins staked out on the building's top balcony. Zoom and fire on them before entering the alley. You don't want them shooting at you from that elevation or they'll shred your squad.



The terrorist with the flaming cocktail comes around the corner quickly. Give him a little payback for his evil intentions.

With the two rooftop assassins out of the picture, you only have two terrorists. The first fires from the alley corner. The second will pop around the corner as soon as you pass the dumpster, so watch out for his quick trigger finger. Focus on the right corner and catch him as soon as he shows his ugly face.

Corner Ambush

Walk past the hostage enemies and study the area around the next corner. One terrorist stands in the street, but it's a ruse to bring you out in the open. There is another terrorist hiding in the shadows near him, and a host more up the next alley.



A lone guard walks the street past the hostage corner.

You want to intercept each terrorist before that enemy has a chance to run and regroup with his comrades. If you miss the first few terrorists, you'll have a difficult time shooting your way through the crowd that fortifies in the next alley.



Glance up for the assassin on the rooftop above.

He's not always at that position, so look for him first (since he's the most dangerous), but adjust to the next terrorist if the rooftop terrorist isn't there.



Hunt down the third terrorist in the area.

The second terrorist usually hides out in the alcove to the archway straight ahead (and opposite the alley inclining up). If you've taken care of the first two guards, you can angle out to the left toward the far wall. Watch the dark alcove for movement, and fire when you have a lock.



A terrorist team flanks the walls in the alley slanting upward.

Inch up to the next corner and peek around. A terrorist flanks either wall at the top of the rise. A third terrorist hides up on the balcony above the alley, and will be the most dangerous of the bunch.



A trigger-happy terrorist assaults you from the next balcony.

Fire at the terrorist most exposed on the right by the garbage pile. Once he's down, lean out around the corner and strafe the wall with a couple of bursts until the second terrorist falls.



Tip - *Against strong defensive positions, you may want to lean out past a corner, snap off a few shots, and then drop back out of sight.*

Time your attacks for the pause in the enemy fire, and you reduce the risk of taking a bullet from the counter fire.

The terrorist on the balcony will prove troublesome. Not only does he have excellent cover, but your angle is awful. You must step out from the corner to have a chance at tracking him with your scope. If you don't think you can take the shot without a lot of damage, load up a grenade in your M203 and launch it up on the balcony. The explosion should kill him; if not, the confusion will buy you a few seconds to line up a better kill shot.



An assassin pops out of the gray-stone building window.

The next area gets worse. Three terrorists have the perfect crossfire set up at the top of the alley, in front of the gray-stone building. If you don't do anything about it, you will walk through the middle of it as you reach

the summit of the alley on the way to your objective point. On top of that, one of the guards drops a gas grenade in the middle of the street.



One guard patrols the right side of the alley.

room, and, sure enough, your first assassin will sometimes strike from that window. Walk slowly up the alley, sticking to the left wall and, if the assassin shows his silhouette, splatter him back into the room.

Stick to the left wall and turn your attention to ground level. Another terrorist patrols the right side of the alley, around the next corner. He usually won't engage until you can see the door that leads to your objective point, so look for a piece of shoulder or leg to shoot at. Don't advance too far or you run the risk that the sniper on the opposite side gets a look at you. If you can't flush out the ground-based terrorist the easy way, grab a frag and wing it into the corner. The fireworks will certainly end his encampment one way or another.

Study the gray building for a minute. Notice that three of the windows on the front face are closed, but one is open with a fluorescent light glowing in the room. That's a clue that someone could be in that



Another guard patrols the wooden balcony on the alley's left side.



You complete your first objective when you penetrate the gray building's ground floor door.

scope trained on the wooden balcony. As soon as he appears, shoot to kill. Even if the slats provide cover for the terrorist, keep firing and hope that a bullet passes through and hits flesh.

Eliminate Colonel Magomedov

The Colonel has commandeered a building at the end of the mission that is fortified like the U.S. Treasury. To finally ambush him, you will have to fight through assault rifles, machineguns, explosive cocktails and rockets, and a whole army of violent terrorists. You can't match them with firepower, but you can with brains.

The Winery

Inside the gray building, there is only a single door that you can successfully open. Enter that small room and turn to the door on your left. It opens into a winery with two terrorists ready to throw the ol' one-two punch on you.



The first terrorist slips behind a stone column.

The last terrorist in this area will try and snipe you from the wooden balcony on the left side. By staying near the left wall, he can't get an angle on you. When the first two terrorists are down, slowly slide out from the wall with your



The terrorist drops a flashbang grenade from above.

Open the door and aim straight ahead. The first terrorist stands behind the large stone column in the middle of the room. Depending on your position in the doorway, he will either stick to the column and fire at you from the left side or roll to the right and pop up behind the wine caskets. Stick to the cover provided by the doorway and go for a shoulder shot if he sticks behind the column, and a headshot if he rolls behind the caskets.



Jog up to the top level to surprise the remaining winery terrorists.

Meanwhile, the second terrorist stands up on the balcony above the doorway. He will drop a flashbang grenade in front of the door and then open fire on anyone who steps in the room. When you hear the grenade hit the floor, turn your head to the side to avoid the full blast of the flash. Once you have the ground-level terrorist splayed out on the stone floor, aim up on the balcony from the doorway. Fire through the wood slats to peg the deadly assassin.



Tip - You can vanquish both winery terrorists from the safety of the first doorway.

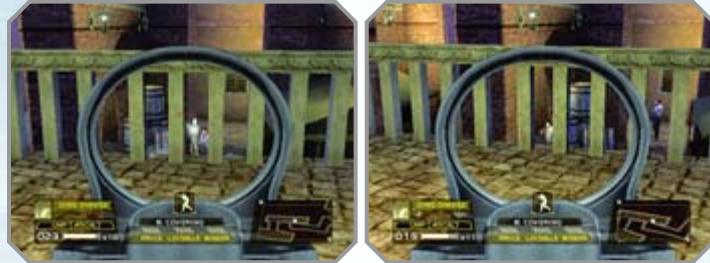


Drill the first guard before he has a chance to warn the others.

Advance through the room and head up the ramp in the rear. It winds up to another balcony with five terrorists spread through the area.

Look to the right to an alcove on the balcony's right side. A

terrorist will usually stand just out of sight with his gun pointed at the entryway. Always turn that corner with your gun pointed at the hidden spot. If he's there, hit him with at least a burst to drop him. If he's not there, swing to your left and look down the balcony for a shot.



Fire through the balcony slots at the three guards down below.

After the balcony terrorist joins his fallen comrades, aim through the wood banister slats and gun down the three terrorists patrolling the ground floor below. So long as you don't alert them to your presence while battling on the balcony, they are relatively easy shots that you can line up with care. If you've alerted them, it will be much more difficult, as each dodges for cover and begins pelting the balcony with shot after shot.



Watch for one last terrorist around the winery exit.

The fifth terrorist usually hides around the corner to the winery exit. Sometimes he will venture out from the exit's short archway and investigate fired shots. Wait a few seconds near the corner and see if

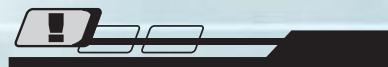
you can line up a surprise shot. If not, turn the corner quickly and rely on your UMP's quicker fire rate to drop him before he can put even an ounce of pressure on his gun's trigger.

Street Massacre



Two terrorists cause havoc from the street's far balcony.

Now you're going to attempt something not recommended on most missions: Leave your team behind. Normally, the four of you working together overpowers the enemies, but in the street battle that's about to occur, your team could prove a big hindrance and get themselves killed. You will have to move precisely to avoid the cascading explosions that Magomedov's men have planned for you, and a group usually won't survive the trials ahead.



Tip - While battling through the street in front of Magomedov's fortress, leave your team behind. If you don't, they will probably get hit by an explosive and end up dead.

Walk up the street alone and face the open courtyard between the street and a far balcony on the left. When you come into sight, a terrorist will race across that balcony to the halfway point and lob and explosive cocktail at you.



One of Magomedov's guards totes a rocket launcher.

While the explosives are in midair, move to the top of the stairs on the side walkway and open up on the explosion hurler. It will take him a moment to reequip with a weapon; during that time, nail him.



A winery guard might retreat to the side steps and attack you from behind.

side walkway to which the steps lead. If you didn't hit a guard at the winery exit, or if one escaped out the exit, he'll be here. Expect a terrorist to charge at you from around the corner and you won't take a bullet in the stomach.



Beware the explosives that rain down from the sky. They can kill your whole team with a single blast.

A fourth terrorist armed with a rocket launcher stands down on the lower level. You can't navigate down to the street he stands on, but you can shoot down on him. Be careful, though; he can shoot back at you and has a rocket launcher strapped to his back.

Once these four terrorists are down and out, study the main street again from the base of the stairs. Notice the pattern of thrown flaming cocktails. They usually hit at the top of the stairs near your location, in front of the parked car on the right wall and occasionally farther down the street near the winery exit. As long as you've kept your team back far enough out of harm's way, you can time your movement to avoid the fiery bombs.



Two terrorists fire off machineguns from behind the car.

Rush out after an explosion hits the top of the stairs near you. This gives you the most time to avoid a direct hit. Run across the street and lodge yourself between the car and the right wall. From this spot, you can fire on the terrorists down the street and stay shielded from the raining fire.





Charge up to the terrorist hurling explosives and cap him.

manship to take out both of them before they do the same to you.

Wait for another flaming cocktail to soar overhead, then run down the street, hugging the right wall for cover. The terrorist lobbing all the destruction hides behind a van near the street's end. You don't want to go too far down the road—certainly not far enough for more terrorists to fire on you from the street that connects off to the right—just far enough to catch sight of him behind the van and blast him full of lead.



One final terrorist slips out of the

building to hurt you from behind.

around and wait for this last terrorist to present an easy target when he leaves the building.

Zoom on the car at the far end of the street and train your sight on the two terrorists there. No doubt they'll be firing at you, but it's a difficult shot if you're crouched down behind your car. Use your expert marks-

manship to take out both of them before they do the same to you.

With the van terrorist dead, the explosions stop, but it's not over yet. One final terrorist opens a door in front of the van and tries to sneak up from behind. Once the terrorists down

the street are

quiet, swing back

The Fortress, Part 1



Assassinate the outer guard and the roof guard first.

It may be a huge relief to kill all the terrorists on the street, but you have an even greater task ahead of you at Magomedov's fortress. A dozen guards surround the building, and they are waiting to give you a thrashing. It's not like that's the first time for that thought.



Slide into the street and dispatch the inside guard and the terrorist on the stone terrace.

Step up to the corner of the intersecting street and peer around at the house to your right. Four guards patrol: one on the grounds to the left, one inside the building (you can see him through the open window), one on the roof, and another on the stone terrace in front of you.

Pick off the grounds guard first. He's the easiest to hit from the corner, and with your silencer, the other guards shouldn't notice. Same goes for the roof guard: If you step out into the street and snap off an accurate shot or two, you should knock the terrorist off the roof without incident.

Your third target should be the guard inside the house. Unaware of your previous shots, he will pace in the window and model as a duck in a shooting gallery.



Clean out the alcove with your grenade launcher.

The fourth terrorist, out in the open on the stone terrace, will probably become aware of your activities. When he moves, turn your bullets on him. As the closest enemy, he can be the most dangerous. If you can cycle through the other three without raising the alarm, he might have his back to you and make an easy mark.

Of course, it's not that simple. A terrorist hidden in the alcove on the right side of the terrace will pin you down if you enter the terrace area. You can launch a grenade to scare him out of his hole, or send in the whole team to sweep him clear.



A second terrorist will storm up the incline and attack from your left when you engage his companion on the terrace.

A second terrorist attacks from the incline to your left. Deal with the alcove terrorist first, if you can, then wield your weapon on the top of the incline. Hit the terrorist here and you'll stop him dead in his charge before he lets loose a single shot.



Call your team forward to cover the stone terrace.

The Fortress, Part 2



Sneak up to the terrace railing and snipe the three guards in the lower street.

With the terrace cleared of tangos, you can use it as a prime staging ground for the next assault. Walk to the railing and zoom through the slats for a surprise look down on the lower street intersection. Three guards patrol in view, and if you're patient, you can pick them off one by one.



When you've cleared the lower street intersection, set your team up on cover fire at the edge of the terrace.

Once that's clear, position your team at the railing so they can fire down at the intersection. Now if anyone shows up, you'll have support from an elevated height, which definitely puts the odds in your favor.

Circle around to the incline that runs down to the lower street and creep along the left wall as cover. Search the distant roof on the right side for a sniper and he should stroll into view. Sometimes there are two up on that roof, so after you cut down the first, wait a few moments and double check before continuing.

When you approach the intersection, another terrorist will emerge from the left side street. He doesn't stand a chance. You won't even have to pull the trigger; your team up on the terrace has your back covered for this particular engagement.



A sniper waits on the rooftop to the right of the fortress building.



Another terrorist will emerge from the left side street.

Sweep the street level just in case. You never know when another terrorist might decide to add his firepower to the party. If the coast is clear, inch to the corner where the side street connects with your street and peek around to the left. A final sniper sits up on the balcony waiting for his chance. Lock on him before he gets that chance.



Watch for the assassin on the side alley balcony.

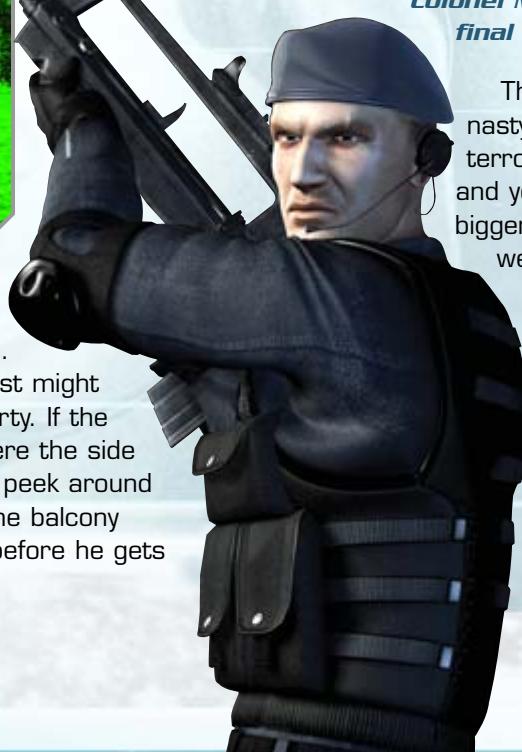
Call your team down to join you at the door beyond the street intersection. All that remains is Colonel Magomedov and his two bodyguards. You can burst through the door anyway you want: standard open and clear, breaching charge or flashbang. Magomedov and his men are heavily armed, but they hold no hope against the entire firepower of your team.



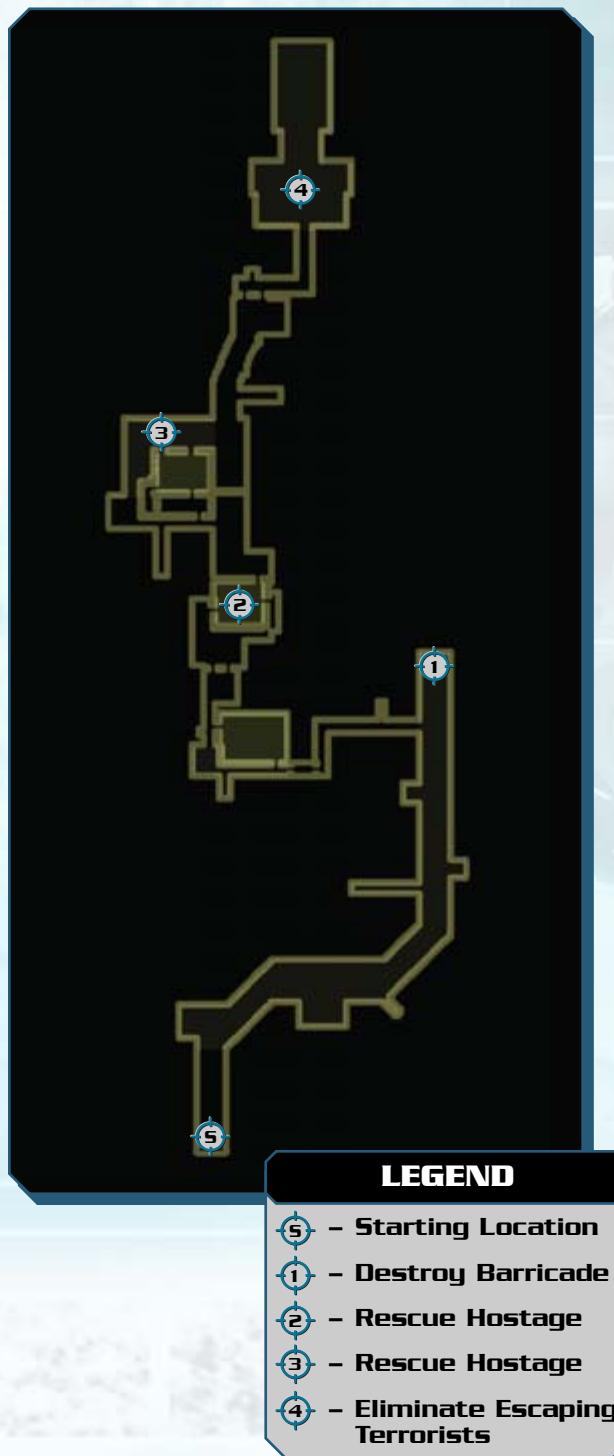
Colonel Magomedov fights for his life in the final room. He has nowhere left to hide.



The alleys have been cleaned up of the nasty vermin. Unfortunately, another terrorist situation is but a phone call away, and your next mission will prove an even bigger challenge. Rest up and clean those weapons—the fun's just begun!



Mission 4: Streets of Milan



Some terrorists never die. You may have nailed Colonel Magomedov on your last mission, but the rest of his men—the ones you thought were rounded up by authorities and on their way to prison—just got sprung loose. A well-executed rescue operation freed Magomedov's terrorists and left several Italian police officers wounded or dead. Fortunately, their escape attempt met a backup police force and stalled in the streets of Milan. Unfortunately, the heavily armed terrorists won't come out without a fight, and the governments picked you to tackle them through any means possible.



The terrorists' weaponry will test your squad's combat savvy and your leadership skills.

The Briefing



Friends of Magomedov's terrorist group ambush the police convoy.

You may have thought Magomedov's terrorist plans ended on your last mission, but now that his men have escaped again, it's not over yet. The briefing fills you in on the prison convoy's ill-fated route and to what stakes these terrorists are willing to go.



Slides show booby trapped barricades and multiple snipers.

Take note that the terrorists won't be idle as you attack. They've booby trapped a barricade to explode should you approach to close, which is information that will save your life on this mission. The slides also show the location of various rooftop snipers to help you pinpoint their location and minimize potential casualties. Slide number six even reveals the exact position of the first sniper, so take that intelligence with you as you set off into the streets from the insertion zone.

Guns & Ammo



This mission calls for a long-range rifle, a close-combat pistol, and lots and lots of frags.

This time the enemy packs some long-range firepower, and you certainly don't want to be sold short. Stock up on a sniper rifle to match their range, and the DRAGUNOV will overpower the terrorists' weapons with

even more damage per shot. A single shot from the DRAGUNOV will kill just about any terrorist, even if you don't manage a headshot.



Sign up for the DRAGUNOV, the best of the sniper rifles, to overpower the many enemy snipers.

Because you're carrying a sniper rifle as your primary, you need a good close-combat weapon. You could opt for any number of guns with autofire, but they all deal less damage per hit than the D.EAGLE pistol. It may not have the range of some weapons, but when you shoot someone with the D.EAGLE, that someone stays down. In tight battles with bullets flying, you want your target to fall after a single shot so you can quickly move on to the next victim. The D.EAGLE does that for you, where the DRAGUNOV never could.

!

Tip - Whenever you choose a sniper rifle as your primary weapon, run your team ahead of you in any area that may include close combat fire.

On this mission, you have flexibility in your third and fourth equipment slots. You could take a flashbang to help out with hostage rescuing or a gas mask in case of some tear gas. In our weapon configuration, we've piled up on fragmentation grenades. With the sniper rifle not up to close-combat fights, the frags give you even more options in fights where you can see the whites of your target's eyes.



The reliable D.EAGLE becomes your weapon of choice in tight spaces.

Breaking The Barricade

Sniper rifles and rocket launchers are in your future. In the first section of Milan, the terrorists have a barricade rigged to explode. Just make sure they're aimed at the barricade and not you when it decides to go off. You'll use your DRAGUNOV extensively on your battle to the first objective point.

Sniper Alley

You will be the eyes for your team on the walk to the first objective point. If your team constantly fires first at enemies, you aren't doing your job. With your sniper rifle's 10x scope, you should be the one pegging enemies without your team even touching their safety locks.



The streets might be deserted when it comes to civilians, but not terrorists.



From the briefing, you know the first sniper waits in front of the perfume billboard.

Advance to the first bend and point your scope up at the perfume billboard on the far rooftop. As the briefing showed you, your first assassin waits up on the building with the green awning. Zoom on him from the corner and blast him before getting in too close.



Slide out to your left and up the street a few steps. A single guard patrols the street ahead, so you want to stay aware of him in case he tries to set up a strong shot on your team. With the ground terrorists out of the way, you can turn skyward again for more snipers.



A single guard walks the main street.



The second sniper stands on the short roof at the street's second bend.

Staring down the street, look for the next sniper on the rooftop above the building with the glowing green-and-white sign. From one end of the street to the other, your sniper rifle will outperform his and you have another assassin notched on your belt.



A third sniper shoots from the roof above the open garage on the right side of the street.

and cap him before his weapon comes into view (when you can spot just his head peeking out).

Angle out to your left and watch the roof above the building with the open garage bay doors. A third sniper will emerge near the high railing and start shooting. To ensure that he needs a body bag and not you, sight along the railing



Caution - Depending on their mood, two terrorists might storm out of the doors on the short balcony near the street's second bend. While you walk in front of the open garage on the street's right side, train your weapons on the short balcony on the street's left side just to be safe.



Hit the fourth sniper before he can return fire.

Now bounce to the right side of the street and gaze up at the balcony at the next corner. Usually a sniper hangs out at the higher balcony directly above the corner. Sometimes, though, two terrorists will pour out of the doors on the lower balcony to the left of the corner balcony. With your team backing you up, zoom your sniper rifle up on the corner balcony and wait for the sniper to roll into view. When he does, send him packing into the afterlife. If the two terrorists arrive on the lower balcony, your team will handle them without too much damage.

You're now approaching the stopped police convoy. Another street-level terrorist patrols around the vehicles. Look for him on the left side, usually by the corner signpost. Until you down him, tread carefully to the next corner.



A single guard lies low on the street level.



The last sniper in the immediate area fires at you from the window overlooking the parked convoy.

Your last sniper in the immediate area looks for a surprise assault from the building around the corner. He will appear at one of the two lower windows (the darker ones). Since you have no choice but to cut underneath that building, you must eliminate the sniper first. He's a great shot, and unless you can nip him in the first split second that you round the corner (or peek into view), he will usually wing you with a shot.



Another street thug hopes to make your Milan stay brief.

terrorist out in the open on the street (usually near the side alley with the dumpster next to it). Notch a new hole in his skull before continuing.



Even with a car as cover, you can thread the needle and pick off the next terrorist.

Two more terrorists claim the real estate under the sniper's house as their turf. From the corner where you hit the window sniper, search the street with your scope. You should find the first

The second ground-level terrorist under the house hides behind the white car parked on the sidewalk or in the alley to your left. If you hug the left wall and scan past the car, you can usually sneak in a shot that cripples him before the terrorist unleashes with his semi-automatic.

Rocket Cars



You can only see one terrorist at the barricade—at first.

a shot down the street at you and your men. Silence him before heading any farther.



Once you move under the yellow awning, the terrorists emerge to man the barricade.

As you emerge from the overhanging house, look for a yellow awning running along the left side of the street. You want to beeline for the awning and park a few steps after it begins. From here, you can scout the whole barricade. Should any return fire head your way, you at least have some protection.



Try to hit the terrorists as they arm their rockets.

From the protection of the white car, zoom down the street and you'll spot the terrorists' barricade at the end ahead. Search out the gaps among the cars long enough and you'll find a single terrorist sizing up

Your approach will trigger the terrorists to action. One or two terrorists will sneak up the right side to try and prepare a rocket to launch up the street. If the terrorist doesn't have a rocket launcher, they'll try and abuse you with a semi-automatic rifle.

The terrorists also like to collect in the center of the barricade, employing the same assault rifle or rocket launcher attack mode. If you don't find them in the center, you'll see them scurrying about near the back left corner where the barricade protection is the greatest.



Killing the last terrorist triggers an explosion at the barricade.



Tip - *At the barricade, don't waste time on the moving terrorists. The most dangerous ones are the stationary enemies preparing to spray gunfire or fire a rocket into your lap.*

The trick to surviving the barricade encounter is to concentrate on the standing terrorists. Leave the moving terrorists; the real danger comes from the terrorists who stand up to fire their assault rifles or launch a rocket in your direction.

With your gun set on the first zoom (not the second, close-up mode), bounce back and forth between the three enemy positions: rear left, front center, and front right. As fast as you can, eliminate the terrorists and hope that they don't counterattack with too much force. With a diligent trigger finger and help from your three teammates, the last terrorist will fall and the barricade's explosives will erupt, signaling victory.

Before you celebrate too fast, there's still a single sniper waiting to end your festivities. He hides out in the lower windows on the house behind you. As long as you or your team didn't advance too far down the street, he won't have a shot at you during the barricade attacks.

Now you can focus your attention on him. Step out in the street and back peddle while zoomed on the wall between the two lower windows. He will appear at one or the other, and as soon as he shows his face, remove it from the picture.

Bar Hopping

Your first hostage is being held in a local bar. You can't count on the terrorists to drink themselves into a stupor, so you'll have to storm the place with the usual tactics. It will take a coordinated effort to keep the hostage alive in the intense firefight to come.

The Warehouse

Make a left at the corner in front of the burning barricade, and another left at the next corner. Unlock the door in the far right corner. There's a guard immediately on the other side of the door, so grab your D.EAGLE and fire as you step through the door.



Sneak through the back alley door to surprise the guard on the other side.

Don't play fair. Shoot the terrorist by the stairs in the back.



While your team storms through the warehouse door, snipe at the two inside guards through the side windows.





Past the guard, you'll find a door on the right. It leads into a warehouse patrolled by two terrorists. Give your team the "open, frag and clear" command on zulu. When

they're in position, stand up out of your crouch to give you enough height to see through the warehouse's side windows. While you tell your team to toss a grenade inside and follow with a full assault, you can line up a surprise shot or two from the side windows. In all the chaos, the two terrorists won't know what hit them.



Gun down the enemy in the back alley behind the warehouse.

watch for the terrorists to pop up. As soon as they make a guest appearance, fire at will.

The Bar



Outside the bar, give the zulu command to your team while you settle into place on the opposite side's door.

Follow the side alley to a courtyard with two doors at the top of the steps. Open the left door and head into a second courtyard behind the bar. Walk around to the

right and give your team the "open, flash and clear" command on zulu at the right door (the one in the small side alley). Meanwhile, you double around to the left door (the one in the small room) and prepare to assault the terrorists in a true crossfire.



Caution - The bar doors open directly across from each other. Be careful not to hit each other when you storm from both locations.



Caught in a crossfire, the bar terrorists go down.

any terrorist that decides his next bullet will go into the hostage's head.

You must flash the bar terrorists. Fail that and the hostage will go down to a malicious bullet. Trigger the zulu command and charge through your door as soon as the grenade goes off. Aim for



One last terrorist out in the street tries to kill the hostage through the front window.

While you protect the hostages, your team will mow down the remaining terrorists. When the last one falls inside the bar, move to the front of the bar and shatter the front window with a well-placed shot.

Turns out there's still one terrorist left out in the street, and he's the spiteful kind. He hopes to skewer one of the hostages and ruin your perfect mission. With your zoom, it won't be a problem to track his movement and waste him before he locates one of the hostages.



Rescue the hostage once the firing dies down.

Crashing The Garage

The bar rescue ain't nothing compared to the tricks you'll have to pull at the garage to save the poor hostages there. Resistance might be minimal on your trip to the car garage. When you slip in to save the hostages, it's a whole different matter.

Storage Room



From the bar courtyard you can see the storage room adjacent to the garage.

the guard as he paces by the opening. Time your shot and nail him from the safety of the courtyard.

After the hostages have been secured, walk out into the courtyard and zoom in on the door that's cracked open at the head of the side alley. The door leads into the storage room behind the garage, and if you're patient, you'll spot

Snipe the terrorist through the door cracked partially open.



Cross to the cracked-open door and push it all the way open. Switch to your D.EAGLE and bust into the room with your gun pointed to the left. Sometimes the room contains two guards, so it's best to think that another might be

inside the room to your left as charge forward. Watch for two enemies in the alley to the left of the storage door and down them before continuing.

The Garage



You must strike all three terrorist hotspots or the hostages will be shot.

Your toughest battle comes in the garage. Only a single terrorist holds the hostages at gunpoint, but he's quick to grab one as a human shield or pull the trigger and finish off the innocent victim. There are also various terrorist attack points into the room, and they're all stocked with thugs that want a piece of you.



Watch for terrorist backup or the mission will end in this room.

From the storage room door, give the "open, flash and clear" command and step to the side of the door. Make sure you charge into the room first after the flashbang goes off. You must ensure that the inside terrorist doesn't shoot the nearest hostage.



Clean up any stragglers before securing your second hostage group.

Once the inside terrorist drops, look for another trigger-happy hooligan to the left, behind a car and plate glass window. Given a moment or two, the terrorist behind the window will shatter it and kill one of the hostages. You must crush him before it gets to that point.

Three more terrorists come from the area outside the right access. At least one will approach during the commotion and fire from the opening. After you deal with the gunmen on the left, swing around to the right and take out any threat showing up there.



Tip - If you don't count five dead terrorists in the garage area, the remaining enemies will be waiting in the street behind the garage.



An alternative attack route takes you around the garage on a stealth approach.

You might have an easier time assaulting the garage if you take the perimeter. Switch to night vision and head down the alley by the storage room door. At the corner, slide out to your left and watch for your first terrorist to appear to your right, behind the garage.



Surprise the inside gunmen with a single shot through the glass.

From the garage's side window, assassinate the inside guard before he can pull the trigger on one of the hostages. All that remains is the clump of terrorists at the back entrance to the garage. With your long range and patience, they won't last long.

Snipe the first terrorist and his buddy will usually charge at you. If you have time, swap to your D.EAGLE and let him have a few point-blank shots. If not, hide behind one of the pillars to switch to the D.EAGLE or line up a long-range shot once the terrorist misses you and retreats.

From the garage's side window, assassinate the inside guard before he can pull the trigger on one of the hostages. All that remains is the clump of terrorists at the back entrance to the garage. With your long range and patience, they won't last long.



Mop up the last few terrorists and save another two hostages.

Sewer Scum

The remaining terrorists run for the sewer. Track them to the end of the map, then drop down into the water system for some last-minute shootouts. Finish off the sewer terrorists and you've finally wiped out the entire organization.

Statue Courtyard



There isn't much action until you reach the courtyard with the statue.

Follow the street behind the garage until you run into a locked door at the top of a set of stairs. Pick the door and duck inside. Continue down the passage until you reach the corner. Look down that long hallway and out into a large courtyard with a statue at the far end.



Shoot the stationary guards.

The long hallway plays to your advantage. Armed with your sniper rifle, you can zero in on the two stationary guards talking in front of the statue. Shoot one, then the other in rapid succession.

Walk up the corridor along the right wall. Zoom on the left corner and watch for the third terrorist to roll into view. He'll probably be standing behind a park bench, so aim high and make sure you hit a vital organ.

The fourth terrorist won't wait for you to track him down. He bolts at your approach and runs from the right side of the courtyard to the front area below the statue. You may have to "unzoom" to catch his movement. Once you have him pegged, zoom again and lock on for a kill shot.



Down The Hole



An open manhole provides access to the sewer.

It looks like you've wiped out all the terrorists, but the leaders are still left and won't come out and play nicely. In the top right corner of the courtyard, there's an open manhole cover that leads to the sewer. You must enter the sewer to fight the last few terrorists on their ground.



Remove the terrorist on the left with some heavy fire or a grenade blast.

Expect a fierce shootout. You have terrorists to your left down the sewer pipe, and you also have terrorists to your right behind the closed sewer gate. You must battle both simultaneously and hope your bullets strike targets faster than theirs.



The terrorists on the right can prove difficult with the bars in the way.

You can get a better shot off at the left terrorists. You won't have to step all the way into the sewer tunnel, which means you won't be exposed to the terrorists behind the iron bars. Pick off each terrorist as he steps out to fire at you. Try not to give up your defensive position. If you can gun them down one by one, you'll have a much better shot of coming out of it with no casualties.

If the return fire becomes too intense, duck back, reload, then duck out for a quick burst. Repeat this process, using the wall as cover, until the terrorists have all dropped.

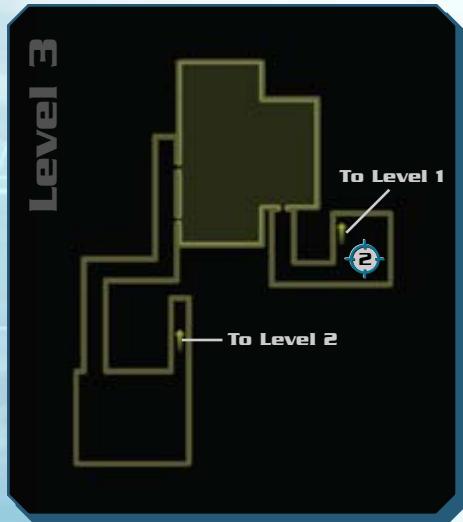
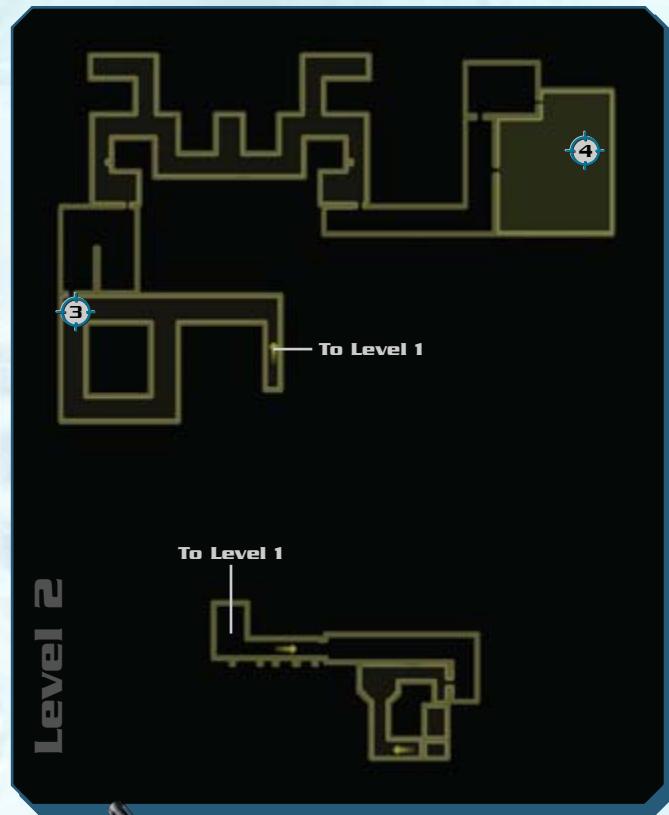
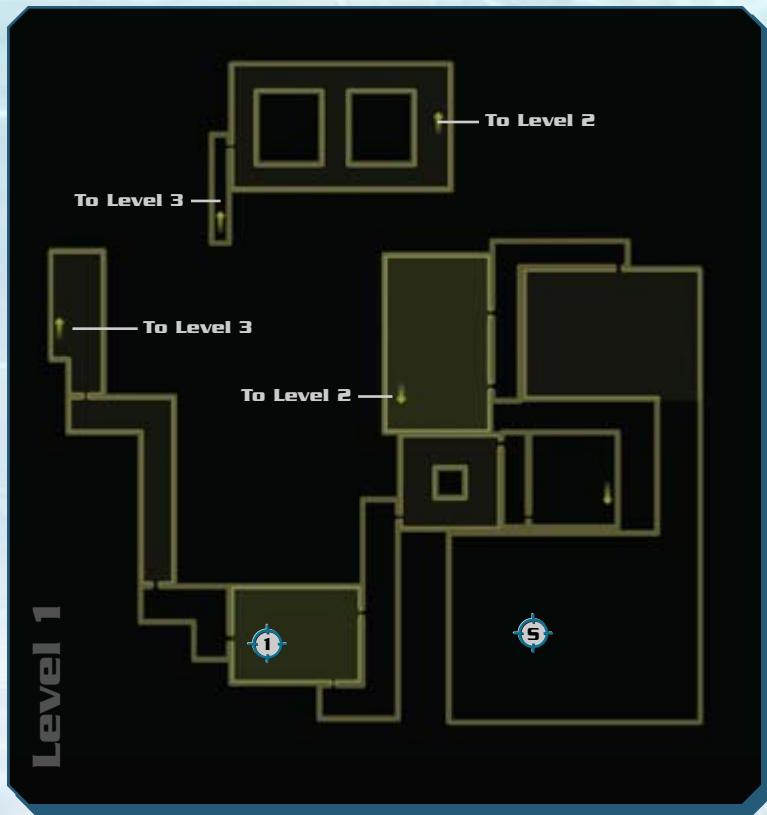
When all's quiet from the left side, turn your attention on the two terrorists behind the bars. With them, you will have to duck out, fire, then duck back behind the wall during the counterattack. When they pause to reload or reacquire a target, let them have it.

Eventually, you'll leave all the terrorists dead and rotting in the sewer where they belong. Because you trained with the best, you won't even have to call the local police to clean up a mess. There won't be a single terrorist alive to threaten the city any longer.



Persistent attacks will weed out the sewer terrorists and bring the mission to a successful close.

Mission 5: Nuclear Reactor



LEGEND	
	- Starting Location
	- Reach Reactor Control Room
	- Infiltrate Generator Room
	- Storm Fuel Containment Center
	- Secure Power Plant Control Room



Terrorists are drawn to plutonium like vultures to road kill. They can't wait to get their greedy mitts on the radioactive fuel so they can power up their own weapons of mass destruction. A country's biggest fear has just been realized. The Kozlodui Nuclear Plant in Bulgaria has been seized by terrorists intent on stealing the facility's radioactive fuel rods. Your job? Stop them from building bombs to kill any more people.



Lead your team through the nuclear plant and clean up its burglar problem.

The Briefing



There are barrels of toxic material all over the complex, some of it highly flammable.

It's another mission that starts off with bad news. A terrorist group has taken control of a nuclear power plant, and in a few hours they will have all the radioactive material they need to build a few bombs. You can't let that happen.



Study the briefing map for the terrorist hotspots.

The slides give you some nice perspective on the facility layout. Slide number five gives you the map overview, and various camera shots show you terrorist hiding spots and atypical areas, including one where you'll have to rely on night vision. Abide by the information in the briefing and you will have a serious advantage over going in blind.

Guns & Ammo



You need lots of firepower and a gas mask to wade through the mission's multiple gas attacks.

so you can last longer. The battles inside the nuclear plant will be intense, and may be drawn out, so you can't take a gun that will run out of ammo. The M16 should have plenty to spare, even if you burn through a clip during a particular brutal firefight.

As usual, the M203 backs you up. It's very difficult to pass up the ability to shoot grenades across the room. If your ammo runs low on this mission, you can haul out the M203 against a host of foes and kill multiple tangos with a single trigger pull.



The M16A2 has good range and 30-round clips to provide enough ammo to make it through the assault.



Tip - *On long missions with firefights around every corner, choose a weapon that won't run short on ammunition.*



The M203 will force terrorists out of defensive hiding spots.

The terrorists on this mission are grenade happy. They prefer the explosive kind to shred the skin off your bones, but they do break out the tear gas once in a while. Since you can't risk incapacitation at certain critical

junctures, you will need a gas mask. You can fill the final spot with any sort of grenade you like, though you may want a frag since you don't have to worry about hostages.

Control At All Costs

Your first objective point is the reactor control room. It can't be a good thing that the terrorists are messing around in there, so go in and drive out. If only the control room door was near your insertion point.

Outdoor Excursions



Bring your team up to the corner that leads out of the insertion area.

There's only one way out from the insertion zone, and it leads you through three terrorists. Advance to the corner where you see a steel-grated passageway connecting the insertion area to an area of gates and high walkways.

Stick close to the corner; one step out into the passageway and the first terrorist, a sniper up on the tower near the opposite corner, will wound you or worse. Zoom up on that tower and inch out until you catch a glimpse of his white containment suit or black facemask. Knock him off that tower before continuing.



The tower sniper will take the first shot at you.



Cut down the grated passage, but look for the enemy around the next corner.

Now you're free to round the corner and blast him. Look for the second terrorist hidden behind cover, with usually just his head sticking out as a target.



The third terrorist kneels on the walkway above the entry door.

With two down, you can go after the third. He kneels on the walkway above the door that enters the complex. Call your team forward for support and angle out toward the door. Watch high for any terrorist sign. Puncture the third terrorist, and you're free to enter the plant.

If you didn't find three terrorists outside, one might have dropped back to this corridor. Always turn that first corner expecting resistance and you won't take a slug when you shouldn't.



Give your team the "open and clear" command at the first wooden door.



Kick open the second door and blast the toxic barrel to catch bad guys in the explosion.

At the first metal door, give your team the "open and clear" command. If you want them to pause while you storm the second door, put them on zulu. While you smash open the second door, they'll assault from the first.



Caution - It's foolish to try the outdoor areas solo. There are too many enemies from too many directions. The enemy can appear on rooftops, stairs, behind obstacles—you need all four team members to clear appropriately.

There are three terrorist snipers on the roof to the right. The other terrorists vary in their positioning. Sometimes they'll charge up from the small area beneath the first door. They might also attack from the barrels in front of the second door, or from the stairs to the left.



From your doorway, you can knock off the roof snipers easily.

The best attack is to hit in tandem, your team from the first door and you from the second. Give your team the command to enter, then bust open the door and fire at the red barrel in front of you. It will explode and set any nearby terrorists on fire.

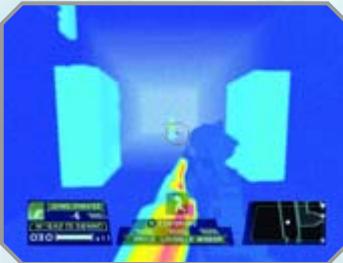
Spin to your right and help out your teammates with the three rooftop terrorists. They can deal the most damage from their superior positions. Once you remove that threat, you can enter the room and get a better angle on any remaining terrorists. Working together, your arcs of fire should cover the whole area and pick up any enemies the other side might have missed.



Whatever terrorists your team misses, you need to nail.

When your team announces that it's all clear, continue to the stairs on the left and head up to level two. Only a few more tangos until the control room.

Control Room



To see an enemy at longer range, you may want to click on thermal vision and look for the familiar human glow.

At the top of the stairs, you'll see a long corridor with machine equipment along the wall. As you enter the corridor, a terrorist from around the corner prepares to charge. Zoom on the end of the corridor, and anticipate his aggressive move to take you off guard. Now when he runs out into the corridor, he's a big, fat target.



The terrorists in the square room can shoot at you from all angles.

Continue around the corner to the next door. It opens into a square room with stairs that wind down along the wall to the bottom level. The floor and stairs are made of steel grating, so terrorists can fire at you from everywhere.



Remove the lower terrorist first before moving into the room to get the terrorists on the stairs.

Don't enter the room until the bottom level has been cleared. You'll take the most damage from terrorists firing up at you, so use the doorway as cover and sweep the bottom floor until any terrorist moving stops. You can then inch into the room and fire through the railing gaps to pump any terrorists on the stairs full of bullets.



Two terrorists guard the next room on either side of chain-link divider.

Descend to the bottom level in the square room and enter a short corridor with one other door. The door opens into a small room with a steel-grate divider that squares off the center of the room. Two terrorists flank this divider. Fire at the one to the right from the cover of the doorway, then duck into the room for shots at the second terrorist to the left. If you can't hit him with the first burst, duck back into the corridor for cover and repeat your maneuver.



Split from your team to attack the control room from two different entry points.

The next corridor takes you up to the control room. Set your team to "open and clear" on zulu at the first door. Walk to the end of the corridor and ready your attack from the second door. Your team will come in with a little more protection, while your door opens into the heart of the room. You'll have to be swift if you want to stay alive.



Down all four terrorists and the control room is yours.

Signal the attack and open your door. Fire at the terrorist up on the platform directly ahead and knock him down before your team shows up and he gets a clean shot off at them. There's a second terrorist up on the platform, which your team should take care of, but keep a watch out just in case.

The third and fourth terrorists take up defensive positions off to the left by the platform corner and behind a shelf in the corner. From your doorway, you have an open shot on the terrorist at the platform corner. Your team should have the shot on the last terrorist in the corner, but you can always help out to seize the control room that much faster.

Generation X

You'll need that extra X-factor to reach your next objective point, the generator room. As you proceed deeper into the nuclear complex, the terrorist resistance increases. Expect a tougher time reaching your next mark.

Reactor Core



Outside the control room, a terrorist comes out of the shadows at you.

Exit the control room through the back door. In the adjacent room, a single terrorist lurks in the background shadows and hopes to catch you napping. Fire from the doorway at the first thing that moves on the right side of the room.



The next terrorist fires a rocket straight over your head.

Ever have a rocket split the hairs on your head? You're about to. As you open the next door, a terrorist loads a rocket up from down the corridor and launches it straight for your face. Fortunately, his aim isn't perfect, and the missile soars over your head. You can practically feel the heat scorch your cheeks.



Fire out the window and gun down the three terrorists below in the reactor core area.

After the rocket soars overhead, you have a second or two to shoot the rocket launcher terrorist. If you don't hit him at the top of the corridor stairs, he will retreat to the next corridor and try and ambush you there.

In the meantime, shoot out the large window that runs down the corridor's right side. You now have a spectacular view of the reactor core, marred by three terrorists pointing assault rifles up at you. Rise out of your crouch to lean over the edge and cut down each of the three terrorists below.



If the rocket launcher terrorist escapes, he hides in the next corridor.

to the cover in the back right corner. Don't let him get there; you can pick him off easily as he races across the open corridor.



Battle through the two terrorists defending the next set of stairs.

The second terrorist proves a bigger threat. He patrols the stairs that descend to level three, so part of his body is shielded by the stair walls. Face the stairs in the back left corner of the room and sidestep with your zoom on the stairs area. As soon as the terrorist enters your field of vision, you had better sprinkle him with not-so-friendly bullets or he'll return the favor in spades.



Click on night vision to deal with the terrorists in the maze of equipment.

Advance down the corridor and up the stairs where the rocket came from. At the next door, wait a few moments for a terrorist to throw a grenade into the corridor. He'll follow up the explosion with some rifle fire when he crosses

Click on your night vision and descend to the third level. Watch for a two terrorists at the bottom of the stairs. One usually covers the stairs, while the second patrols off to the right.

Once those two have been dealt with, you have to navigate a maze of equipment here, and with the lights turned low, you want night vision on to give you the edge. Around the first set of crates, your first enemy will attack. Look for him to roll into the passageway from the right corner, or come through the door in the left corner. His attack pattern changes often, so you won't know which direction to look. Keep both options open and you can avoid a headache.

Before you take another step, give your team another hold order. The second terrorist on the other side of the maze lobs a grenade at the spot where the passageway bends a second time (in front of the door area). When you hear the grenade pin pulled, retreat back to where your men are covering and you should be fine.

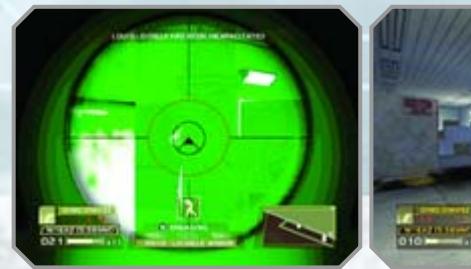
Navigate the maze and plug the second terrorist around the last corner. In the green gloom of night vision, he shows up a brilliant white and presents a solid target.

Generator Room



A terrorist nest makes crossing the large room on level three a perilous task.

Continue down the corridor to the last two doors. They lead into a large room filled with terrorists protecting the generators. You will have to keep your gun on a swivel to drop all the terrorists and avoid a trip to the morgue.



Scan behind every obstacle for terrorists on both sides of the room.



Set the order to "open, flash and clear" on zulu at the first door. You take the second door. Hopefully the flash will blind some of the terrorists and keep them off your back.



Terrorists will pour out of the "closed" doors.

Give the order and open your door after the grenade goes off. There are terrorist targets everywhere, so choose them wisely. Your men need to handle the terrorists on the right side. You can help out, but only after you vanquish the ones on the left side of the room.

Usually, you'll have one terrorist directly in front of you when you enter and one kneeling behind cover at a 45 degree angle from the doorway. Kill these two before doing anything.

Take a peek at the right side and see how your men are doing. If you spot a terrorist, pick him off and help your team enter the area.

When you can't see a terrorist, step into the room so you can see around the obstacles to your left. There's at least one more terrorist hiding to your left and you need to identify his location before your team can continue to clear the room.



Before you enter the generator area, one last surge of terrorists comes through the doors.

Wait a few moments after things seem clear. Call your team to link up with you and head to the left. You'll see a door in the corner. Watch it closely. As you advance, it will open and two more terrorists will charge into the room. If you're good, they won't even make it through the doorway.

Another terrorist hides behind the cover to the right. Make sure he's eliminated before you head for the generator door in the back of the room.

On the way to the generator door, you'll pass another door by a few boxes flung on the floor. Again, two more terrorists will pour through the door when you've all entered the area. Keep your guns trained on the door to avoid any harm.

With all the terrorists dead, open the generator door and head inside to trigger the next objective.



Reach the generators and you accomplish the second objective.

Contain The Containment Center

It's a short walk to the next objective. While you might save your breath, you're going to need it against all the bad guys stacked up in the fuel containment center.

Fuel Containment Room



You have to take things slow and steady through the fuel containment center. The terrorists are clumped in groups that will engage when you near them, so you don't want to get them all working simultaneously.

The terrorists are hidden all around the seemingly deserted containment room.



Three terrorists guard the lower level.

Open the door and survey the room. There are usually three (sometimes four) terrorists that watch over the lower level. The most likely scenario is this setup: one terrorist to the right behind wall cover, one terrorist to the left behind cover, and one up on the upper level to the left. If the setup varies, don't enter the room until you pick up the closest terrorists. You need to destroy the terrorists in sight, then start your walk around the containment center.

Fire at the three terrorists and eliminate any threats they might possess. Advance into the room to your left and look in the back left corner at the stairs. Sometimes one or two terrorists will back up their buddies from this point, and you can hit them through the steel-grated flooring.



Crossing the upper level brings forth terrorist reinforcements.



Dispatch the terrorists in the windows or some of them will launch rockets at your position.

When no one is shooting at you, it's safe to cross to the back of the room and climb the stairs. Wait for your whole team to arrive before you tackle the upper level.





Tip - Save a grenade for the flurry of terrorists that guard the final doorway out of the fuel containment center.

Continue into the room now. In the far left corner, a terrorist snipes at you from the first of two big windows. Monitor these windows as you approach the far end of the room. The first terrorist, along with other friends that might show up in any of the windows, likes to pull out rockets to add to the fireworks.

Use the control panels as cover and attack the final catwalk below the windows. Terrorists will rush out of the door in the back right corner. If you can cut them down as they run for cover, it will make your mission easier. Otherwise, bounce from target to target as they expose themselves to fire at you.



Work through the final fuel containment terrorists.

Exit out the back corner door and you complete the third mission objective. Now all you need is the keys to the main control room and the facility can return to relative normalcy.

The Last Rush

Before you can reach the main control room, you have to comb the roof through a weave of enemy fire. Without much cover, your marksmanship skills will have to be on the top of your game to slip through and stop the final terrorists from fulfilling their insidious plan.

The Roof

In the room past the fuel containment center, the exit door leads to the roof. The terrorists have decided to pull out all the stops here. You will need your whole team working together to survive the onslaught.



You know there's a trap when the roof is this quiet.



First up, a man with a rocket launcher wants to end your mission.

Open the roof door and immediately swing your weapon high up to the right. A terrorist with a rocket launcher stands up on a tower, and he will load a missile as soon as he senses you in the area. You have about two seconds to blow him off that roof or your whole team is finished.



A terrorist behind the barrels wants a piece of you too.

Assuming that you killed the rocket launcher dude, scan ahead of you for two more terrorists. One stands in the window on the building facing you, while the second terrorist squats behind the barrels on the next landing.

The terrorists on the landing will die quickly. All you have to do is hit one of the red barrels, and the whole area erupts in deadly flames. You might even get lucky and catch the guard in the window with the blast too. If not, zoom on him and crack the glass as well as his skull.



A terrorist in the far window waits for his chance.

Next, descend with your team to the lower landing. You'll see two doors on either side of the ground level. Terrorists will run out of these doors when you approach. Cut them down as they run across the open space, before they can hide behind the cover spots. As the bullets fly, look for muzzle flare to give away any hidden terrorist positions.



Terrorists below scurry out of the building doors for cover.



Explode the red barrel to nuke several terrorists at once.

You can always target the red barrels to explode the terrorists faster. When all the ground-level terrorists have dropped, you can proceed to take on the last few terrorists.



One last terrorist group enters the lower area.

At the far end of the walkway, a terrorist will try and surprise you from the door that leads back into the complex. From his height up on the top platform, he can hit you with a lot of shots. Drill him quickly or pay the price.



The terrorist by the top door or behind the last stack of crates can pick you off if you're not extremely careful.



Tip - *When shooting at an enemy through a window, your first bullet may only shatter the glass and not penetrate flesh.*

Two more terrorists remain: one behind the crates near the last set of the stairs, and one in the corner window behind the walkway. As you round the last tower, you can zoom on the terrorist behind the crates and shatter his body with a few bullets to the torso. The corner terrorist won't go that easily. Inch out with your weapon pointed at the window. It's a quick-draw contest—his machine gun versus your assault rifle—with the winner walking away.



The final rooftop terrorist fires from the corner window.

Continue up the stairs and enter the door back into the complex. You only need to best the main control room to finish off the mission.

Run up the stairs to the central platform and peer in through the big rectangular windows. You can use the stone between the windows as cover if the return fire heats up. Draw a lock on the first terrorist, snap off a burst, then duck back and go after the second terrorist at the second window.

Compared to the other battles, two guys in a confined room is a picnic. When those two fall to the ground, the nuclear power plant is safe once again. With all the energy you've used up storming the installation, it's a wonder they don't keep you around instead of those pesky uranium rods.



Climb the raised platform to get a shot at the inner control room.

Main Control Room



Hit the control room in tandem to confuse the enemy.

guards inside. After the flash goes off, jump in to help out. Your team should take care of the left side, and you'll have a juicy terrorist target inside the right side of the room when the door opens.

"Shock and awe" the main control room. Set your team to storm the far door as you plunge in through the near door. Give the "open, flash and clear" command and let your team plunk into a flashbang to disorient the



Wipe out the two terrorists in the inner control room and you can call it a day.

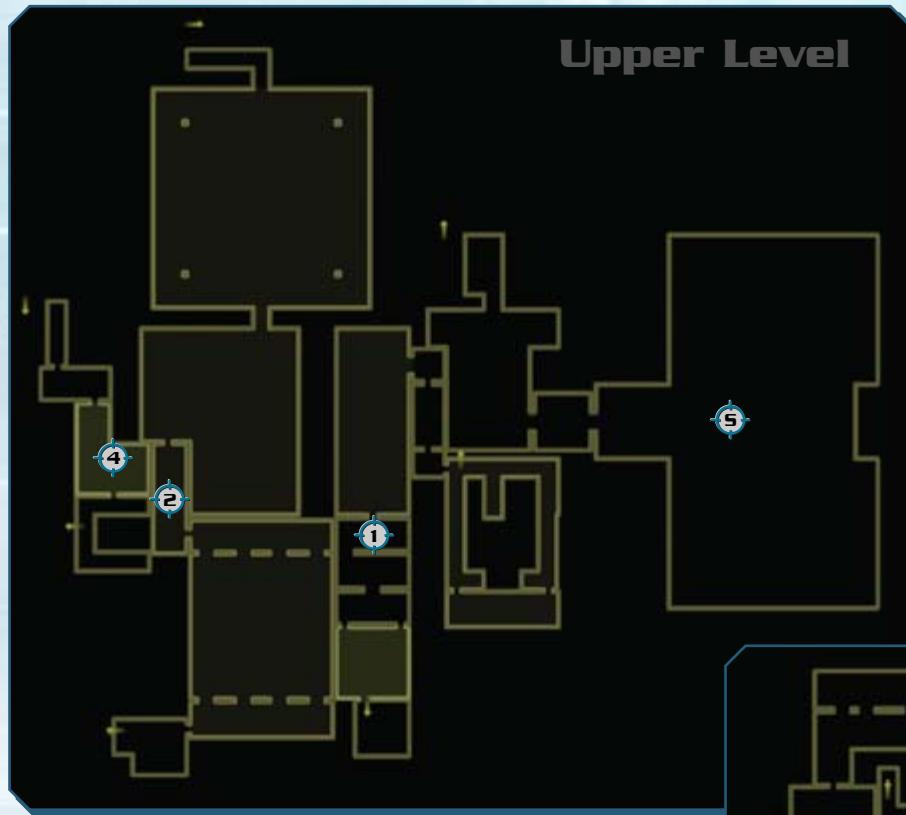


The terrorist death toll climbs as you finish off the outer control room guards.

This is the outer control room, however. The work isn't finished until you eliminate the final two terrorists inside the bunkered control room.



Mission 6: The Castle



It's dangerous for one man to know too much. That man happens to be Dr. Zhilinski, a scientist with enough secrets in his brain that the same terrorist group that kidnapped the scientist earlier, now staged an attack to seize him. They succeed and are fortified in an old castle, full of high art, beautiful statues, and plenty of nooks and crannies to make this mission a challenge and a half.



Fabulous scenery better not distract you from the dangerous task at hand.

The Briefing



The briefing gives you the rundown on Zhilinski and the castle the terrorists have commandeered.

The briefing fills in the details about a man named Zhilinski and secrets he's been selling on the black market. Our favorite terrorist group catches word of Zhilinski's information, and they set up a meeting. Except, they have no intention of honoring any sort of arrangement. They kidnap Zhilinski, along with another hostage, and close themselves up in the Castello.



Study the castle layout presented in the briefing slides.

When the briefing warns you of heavy terrorist activity in certain areas, pay attention. These are the more difficult areas to fight through, and you don't want to be caught with your pants down, so to speak. Hotspots like the fountain and the courtyard with the horse statue can lull you into dropping your guard, then the terrorist snipers will eat you alive.

Guns & Ammo

You definitely need a weapon with at least a 3.5x scope on this mission. The encounters won't be at long enough range to make a sniper rifle worthwhile, so that leaves your longer ranged assault rifles. The AUG works well with its decent stats and 30-round ammo clips.



Like any good castle assault, you should take a well-rounded approach with ranged and close-combat equipment.



The AUG can shoot at enemies across long courtyards or plug foes that attack from medium range.

thumb: If you have a target at the end of a corridor, shoot with the AUG. Anything closer, go with the D.EAGLE.



Tip - Whenever you expect a fair share of short-range combat, grab a pistol for your secondary weapon over the M203 with its limited ammo supply.

For your third and fourth equipment slots, the standard flashbang and frag pair serves nicely. The flashbang will help save one of the hostages, and the fragmentation grenades can be thrown against any terrorist squad that needs a little extra attention.



Switch to your D.EAGLE anytime you expect the fighting to be at short range.

Siege The Castle

Your first objective: Fight your way deep into the castle. You're not on a stealth mission, so take out as many terrorists as bullets will allow.

The Outer Walls



You'll find the first battle up the stairs and through the raised portcullis.

Call your team in formation behind you and set off up the stairs and through the castle gate. The first courtyard holds your first confrontation, so slow before you actually step foot inside the grounds.



Wallop the first terrorist with a bullet to the chest and wait for his friends to chuck their grenades.

One terrorist patrols the courtyard proper. He's usually on the right side, so if you inch out to the left and zoom on the grounds to the right, you should pick him up before he notices movement. Gun him down and hold to your current position.



The second and third terrorists will run up the same set of stairs, so sight on that area and stay on top of them.

The noise will alert his two friends, but that's what you're counting on. They lob two grenades up into the courtyard from their defensive positions below, and as long as you're still under the front gate's archway, the explosions won't touch you.

Now the two will come up to investigate. They hope to find your remains smeared across the cobblestone. Instead, you'll greet them with a few bullets. Zoom on the top of the stairs and wait patiently as each one runs up to your eager sights. If you want to get a better angle on either terrorist, you can slip out past the well in the middle of the cobblestone and aim for a straight-on shot.



When you approach the stairs, a terrorist pops up in the corner window.

With three terrorists down and an army to go, approach the stairs. When you reach the top landing, one last terrorist in the upper courtyard will attack. Look for him in the corner window to your right. You have a quick

second to splatter him or he'll get off a burst that will leave someone hurting.



Stage your next attack on the stairs between the landings.

Start down the stairs, but pause between the first and second landing. If you look through the stairs to your left, you can survey the entire lower courtyard. Two or three terrorists are hidden to the right of the portcullis

and will charge through the gate when you touch down on the lower courtyard. Rather than take fire from them as you descend the stairs, leave your team here as cover fire and descend yourself to trigger their charge.



As the terrorists pour into the lower courtyard, let them have it.

Once you know you aren't going to get blindsided, you can cross the courtyard and head through the portcullis gate. When you see another walled courtyard, stop and prepare for the biggest shootout of the mission.

Field of Death



In the long courtyard, your first enemy fires from the dead end area to the left.



Remove the two terrorists by the rocks so you can use them as cover.

Swing around to the right and peek past the corner to fire at the terrorist hiding in the rocks directly ahead. You must pull off a headshot to knock him out of the picture. Take another step out and look to the big pile of rocks as your next cover spot.



Wipe out the left side first, since you can fire at them from full cover.

With those two terrorists gone, you can step up to the tall rock out in the courtyard. The rock offers protection for your whole body, and you can peek out from the left side to see all the way down the courtyard. All the enemies will be through the tunnel, bunkered down at different positions along the left and right walls.



Pull out your D.EAGLE and scan for any survivors.

Next, zoom on the terrorist in the far left corner, using the big rock back there as partial cover. You both have good angles on each other, so he has to be removed before you can step out and tackle the rest.



Step out from the rocks to chop down the terrorists on the right side.

If you're quick enough, you can catch the terrorists fortifying their positions, which means they'll be moving and not set up yet. Fire at any out in the open first; you have the best chance of capping a mercenary that has no cover.

Eliminate the terrorists on the left side of the tunnel first. You have a good shot from cover at the two terrorists who fire from the far tunnel corner. Wait for a pause in the gunfire, when the bullets are ricocheting off your rock cover, then hit the two terrorists with a barrage.



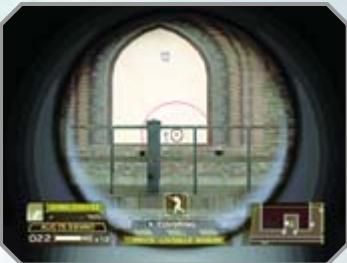
Warehouse



Search low and high for hidden enemies in the warehouse.

The doorway from the long courtyard brings you into a warehouse area, with crates stacked on the ground floor and stairs winding up to an upper storage area on the higher level. Enemies can hit you from every direction in this relatively open area, so plant your backs to the walls and look up as well as forward.

If you veer to the right around the center staircase, you'll run into an enemy patrolling the crates. You can generally get a shot through the stairs supports. When you have him pegged, search up on the walkway above and see if you can pick off one of the terrorists to help you climb the stairs later.



Climb the stairs and watch the windows and hallways for sneak attacks.

Reverse directions and circle back around the center staircase to reach the stairs from the left side. Before you mount them, search the upper level for tangos.

Put your back to the wall that runs up the stairs and proceed step by step, searching the upper level for movement. There is always at least one terrorist through the big arched window looking into the upper storage area. If you have all four of your team's guns focused on the upper level, you should catch the enemies before they surprise you.



At least one terrorist will surprise you in the upper storage area.

Circle up the stairs and follow the path around the upper level. You may find a guard at the doorway into the upper storage area. Shoot him at range with your AUG. As you approach the upper storage area, switch to your D.EAGLE in case of a sudden firefight.

Turn right in the upper storage room and prepare for another enemy. If you clipped the enemy in the window, you might only have one more in this area. Assault with your whole team and he won't last long.



Head straight down the final walkway toward the exit point. Your goal is a locked gate in the back corner, but a single terrorist will beat you to it. He opens the gate and enters expecting a fight. He doesn't expect an expert marksman, which is exactly what you'll give him.

Follow the series of gates to an open arch into a courtyard with crumbling walls. If you haven't saved to this point, now's a good time.

Ruins Courtyard



From the courtyard archway, waste both snipers patrolling the columned balcony.

At the ruined courtyard, poke your head out through the entrance and scan up at the balcony level to your left. Two guards walk between the columns on the balcony. You can usually find one in the far left corner. The second will either appear in the same location after you gun down the first, or will take up a position at the right corner between the columned balcony and the ruined walls.



One last terrorist will emerge from the locked gate in the corner.



A screaming terrorist will rush at you from the ground-level doorway.

This second guard can prove dangerous. He usually uncorks a grenade and hauls it directly in front of the entrance arch. Unless you retreat back into the alcove, the explosion will kill you all. You need to blow him away before the

grenade lands, or retreat and come out guns blazing after the explosion.



Pop the last few terrorists that arrive to stop you from reaching the first objective point.

With the first two down, advance into the courtyard a few steps to trigger the third guard. He screams and charges out of the door on the ground level. Apparently, he's more concerned with scare tactics than survival, since he gives you a few seconds to drill him before he brings up his weapon.

The courtyard may appear cleared, but the remaining terrorists are just waiting for you to head to the far side. Sure enough, two more pop up. Usually, one will appear up by the columns, and the second will fire from the left wall above the archway entrance. If you use the rock in the center as cover and pull your whole team out into the courtyard, the two don't stand much of a chance.

Head through the door and you complete the first objective. Don't congratulate yourself too much, though. You've only gained ground inside the castle. You still have some innocent lives to save.

Museum Art of Warfare

The terrorists in the next section of the castle will use all manner of tricks—especially hiding behind priceless museum treasures—to slow your attacks. Ignore them all if you want to penetrate farther into the enemy defenses and get closer to the hostages.

Priceless Wonders



Inside the museum, shooting becomes difficult.

doorway. Armed with the D.EAGLE, you need to gun down the two terrorists on the other side without stepping foot in the room, which means you'll be doing the shooting by yourself (your team will be trapped behind you).



Through tear gas, gun down the two terrorist amidst the glass displays.



Caution - The museum guards use tear gas. If you opted for extra firepower instead of a gas mask, you can't enter the room to fight them.

The reason for all this: The terrorists will crack a tear gas canister as soon as they hear you pick the lock. The room will fill with the gas, so any movement inside will become blurry and confused (unless you opted for a gas mask at the mission's start). Open the door and shoot to

kill. When you have the two slumped against the far wall, press through the tear gas and escape through the door on the far end. There are no enemies on the staircase beyond that door, so you can recover without any shooting.

The Hallway



Sneak off a shot on the guard at the end of the hall.

Follow the stairs into the next area. When you see museum pieces again, it's time to start shooting. In the next corridor, a lone guard patrols. If you catch him at the right time, you can shoot him without incident. However, give him

a few seconds and he hurls a grenade to the end of the corridor, close to where you'll be attacking. As with any confrontation with a live grenade, retreat out of range before regrouping for another try at the enemy.



Enter the room to finish off the rest of the museum terrorists.

The grenade (should it go off) will blow open the first door in the corridor. Either that or you'll quickly kick it in for the assault. Jump into the room and start shooting at the guards inside. You can use the furniture as cover. Fan out into the room and get all guns firing at the enemy near the back doorway. Superior firepower will mow through the enemy.

The Fountain



Enemies infiltrate everywhere around the fountain.

You have one more super-dangerous area to pass through to reach the second objective point: the fountain courtyard. From the initial doorway, you will slide out with your backs to the wall facing the fountain. From this position you can face any enemy activity. At the far corner you will turn and cut across the open area of the fountain to reach the protection of the overhang on the other side. With luck, you won't have too many bullet holes in your uniform by the time you reach the second objective point.



Tip - Shuttered windows mean no enemy. Open windows can contain a possible threat, so scout them accordingly.

Start off by taking one step out from the doorway and scanning through the first archway. You should spot several terrorists directly across the courtyard, positioned behind some crates. Shoot these terrorists before you slide out to the second column space.

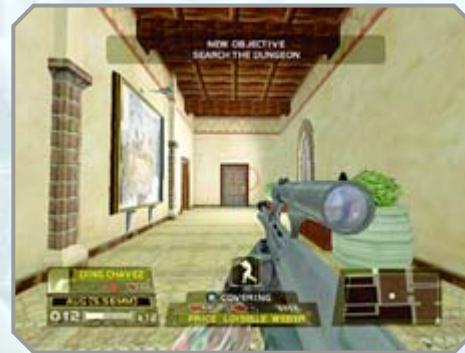
As you walk the perimeter, continue to scan along the ground level (sometimes you'll have to shoot through the fountain water to strike a target), but don't forget about the windows. Enemies can open the shutters at any time and start shooting. Any window that doesn't have a shutter is fair game. Expect problems from all of them and try to identify movement inside so you can line up a good shot before they unload on your team.



Watch the open windows for enemy movement.

While you slide along that first wall, using the pillars as cover, two terrorists will usually attack from the windows in the top right corner (when you reach the end of the first wall and prepare to head across the open courtyard). Two other terrorists like to fire from the lower windows on the wall to your left, so watch them as you fan out along your first wall.

Before you try the open courtyard, triple check that you've downed all enemies. If you can cut the resistance down to one or two as you make the cross, your team can pick them up without too much danger. Any more than that, and you could unknowingly walk into a massacre.



With the hallway past the fountain, you've reached the second objective point.

Rush across the courtyard (again with your backs to the wall, facing the fountain) and get under the far overhang as quickly as possible. Move forward to the doorway at the end, searching for any last enemies that might be hiding out. Walk

inside the next corridor to access the second objective point and your orders to rescue the first hostage.

Hostage Rescue 101

Forget about the hostage for a while: You might need some rescuing if you step the wrong way in the next few encounters. Snipers and sneak attacks abound, so follow the plan or suffer the consequences.

Ambush Courtyard



Cheat a little and snipe the first enemy through the hallway window.

chaos in the courtyard. Second, when you open the door, the guard atop the ruined wall will throw a flashbang down in front of you. As soon as you open the door, turn to the side and avert your eyes. You don't want to walk out into the courtyard blind.



Reinforcements flood to the walls when you enter the courtyard.



Caution - One of the wall guards might toss an explosive cocktail toward the courtyard entrance. When you see the bottle fly, you must retreat immediately to the doorway to avoid becoming a charbroiled main course.

Assuming you've accomplished those two things, take two or three steps out into the courtyard, but only enough to alert the wall guards. Walk too far and the wall guards will hit you with a barrage. You want the wall guards to approach so you can use your AUG's long range scope on them one by one. Two should appear on the wall where you shot the first guard, while two more should appear more to the right near the building corner.

Now you can move out into the actual courtyard. Scan up on the building to your right and watch the windows. A sniper will appear in one of these two windows (usually the left one), and you want bullets headed his way when the shutter opens.



Splatter the sniper in the far window.



Dance with the tango in the tunnel between the two courtyards. Just make sure you step on his toes first.

Head to your left toward the tunnel that connects the sniper courtyard to the horse courtyard. Unless your team has intercepted the ground-level tango earlier, he will be hiding in this small tunnel between the two courtyards. Armed with your D.EAGLE, turn the corner and fire away if there's a body standing there.



Horse Courtyard

Walk through the open courtyard with the horse statue and you're begging to get shot. Like you did with the fountain courtyard, you want to hug the walls and navigate around the perimeter, guns facing the courtyard's center statue.



Hug the walls in the horse courtyard.



Two enemies try to attack from the rear, but you're faster than they think.

When you pass the corner and are moving along the wall that holds the exit to the wine cellar stairs, three terrorists will attack. The first emerges from behind the statue, the second hides out in the far corner and the third shoots from the upper level window. Positioned as you are, you should shred them without a return hit.



One last guard watches over the stairs to the wine cellar.

Keep pulling that trigger until he's down.

Turn your attention on the passage ahead to your left. It holds the stairs that wind down to the wine cellar, but first you have to deal with the guard sitting inside. Grab your D.EAGLE and leap around the corner for a close-combat battle. Keep pulling that trigger until he's down.

The Dungeon



Prepare a double assault against the dungeon enemies.



A flashbang blinds the four terrorists and allows you to strike them all down.



Caution - Before you storm the dungeon, make sure you unlock both doors. Otherwise, you could charge in without your backup team.

The dungeon lies on the other side of these doors. Unlock both doors and give the "open, flash and clear" signal on zulu for your team to attack the right door. You take the left.



Rescue the first hostage in his cell.

of the terrorists will be to you right, in front of your team's door. With luck, the terrorists will all be blinded by the flash and easy pickings.

Once the four main guards are down, look to either side for the remaining two terrorists. They each hide in a cell along the walls and can rip your team apart if you proceed without driving them out of their holes. Fire at a shoulder or leg to bring them down, or launch a grenade into the cell to shake them up.



Two terrorists fire from the cells on the side dungeon walls.

Save Dr. Zhilinski

The whole reason you beat down all these terrorists is almost in sight. Five more terrorists and the prize can be yours. Just don't fool around or the good doctor might not live through it all.

The Bridge

Climb the stairs and position your team at the first landing. Advance to the top and zoom on the door blown up with the RPG. You should have a long-range shot at the rocket-launching enemy, or your team might pick him off. Take your shot when you see it and advance on the door.



Another terrorist guards the bridge door.



The Tower Room



The last hostage room lies up through the foreboding gate.

locked gate, gun down the single guard protecting the staircase to the back door. Set your team to "open and clear" on zulu at the back door. You won't have enough time to throw a flashbang into the room to daze the enemy; they will realize what you're attempting and shoot Zhilinski. It's gotta be done the hard way.

Return to the original room and head up through the portcullis to the next room. In the small entry room outside of Zhilinski's, a single enemy sits behind a set of crates to your left, so be on guard. Ready yourself at the door into Zhilinski's hostage room, and attack after you give your team order to assault.



Open the last door to square off against the two hostage guards.



A full charge startles the two hostage guards and ends their bullying days.

The next main room will be Zhilinski's room. You can approach it from two different doors. In the room with the dead rocket-launcher enemy, head straight and under a set of stair supports. Beyond the next

Open the door and charge into the room. There will be a guard to your immediate right. Shoot him as you run. If you can drop him, great. If not, continue toward the rear guard. He has the best opportunity to shoot Zhilinski, and you need to stop that at all costs. Your team will follow and clean up the first terrorist if you miss.



Untie Dr. Zhilinski to complete your mission.

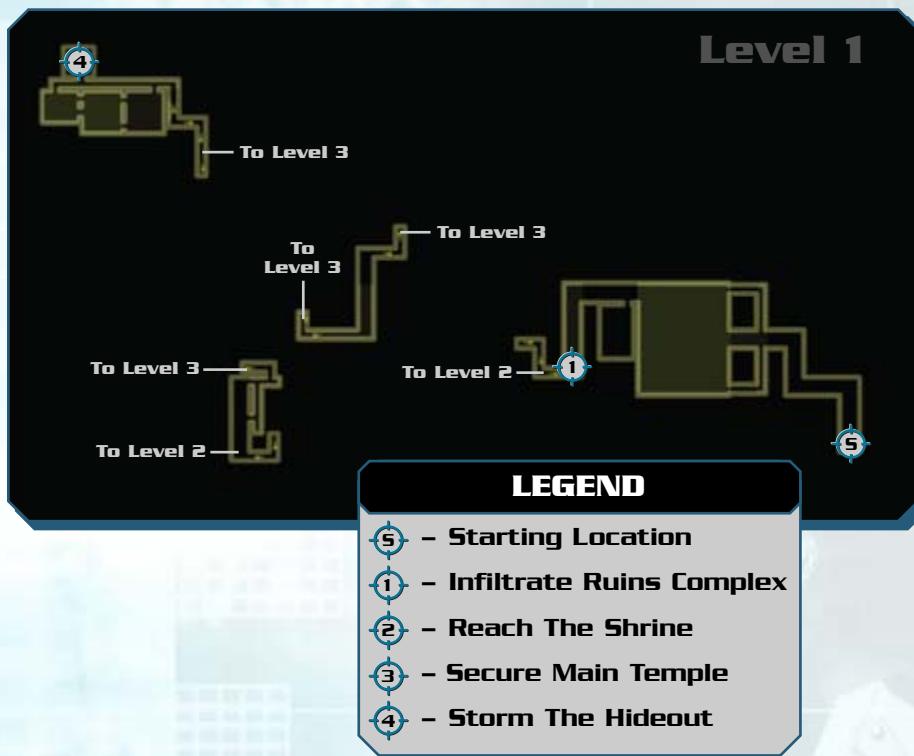
Gun down the second terrorist and position yourself next to Zhilinski. If the first terrorist lives, you might have to shoot him yourself to end the firefight.

Finally, you've cut through all the castle defenses and reached the

good doctor. Untie him and ship him straight to the authorities. He has a lot to talk about, and it's not about beaches and umbrella drinks.

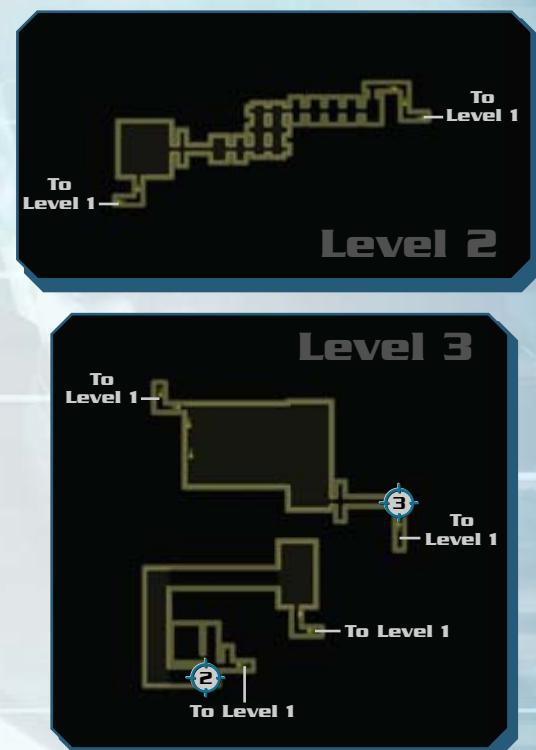


Mission 7: The Ruins



LEGEND

- 5 - Starting Location
- 1 - Infiltrate Ruins Complex
- 2 - Reach The Shrine
- 3 - Secure Main Temple
- 4 - Storm The Hideout



Terrorists are like cockroaches. If you see one scurrying around, you can bet your life there's a whole mess more of them out of sight somewhere. By letting a single terrorist "escape" after your last castle raid, you've traced the careless fanatic back to that "somewhere"—an old Roman temple complex outside Tozeur, Tunisia. Your mission couldn't be simpler this time: Enter the temple ruins and squash every bug that you come across.



Through underground labyrinths and across starry ruins, you will hunt down every single terrorist in their home base.

The Briefing



The retrieval of Dr. Zhilinski has led to the hidden terrorist temple complex.

The trail keeps getting clearer. As the terrorist leads you back to a mysterious temple complex, intelligence efforts have figured out that the terrorists are of a Russian faction. Regardless of their nationality, you've been given the task of taking them all out so they can't cause any more damage on this planet.



Intel pegs the terrorists as a Russian faction, though it's anyone's guess how they seized a Roman temple.

Watch the briefing closing and you'll get lots of hints on layout and enemy placement. Note that the entry point has three enemies, one of which you'll meet in the initial corridors and two more on the temple front steps. Slide number three also shows you the location of your primary target, the massive ruined temple. Until you eradicate all the terrorists around that area, you haven't completed your mission.

Guns & Ammo



Take the power setup: G3A3, grenade launcher and multiple grenades.

confined quarters. Its 3.5x scope will come in handy when you have open expanses to hit terrorists at range.



The G3A3 has enough firepower to take down the entire terrorist complex.

The M203 gives you the extra punch you'll want against the terrorist nest. In situations where the terrorists have a spot surrounded, you may want to launch a grenade or two to break up the crossfire to better penetrate their defenses. You can also shoot over obstacles or send shrapnel around corners to inflict heavy casualties.



Tip - You can also take a submachine gun to battle through the confined spaces in the ruins. Remember, though, the smaller gun doesn't have the stopping power of the G3A3.



The M203 will force terrorists out of the trouble spots and hit them around corners.

You can take any grenade assortment you want. You might want to try a frag, for more maximum damage potential, and a smoke grenade to confuse terrorists that might have a lock on you. Switch to thermal vision as the smoke billows out and you can move around invisible while the terrorists show up as glowing targets.

The Outer Defenses

Your first objective point is to rip through some fortified enemy positions and reach deeper into the complex. Go slow and back up each other constantly. Remember, the terrorists are on their home turf and know the layout extremely well.

Front Steps



Wind through the initial corridor and engage the first enemy at the second bend.

Things won't stay quiet long. Around the first corner, the first enemy may be on patrol. A lone terrorist walks the initial corridor. Most of the time you'll engage him in this second stint of corridor. Otherwise, he'll be around the next corner. If you don't run into him at all, then he will reinforce the guards on the front steps, so add one to the enemy count.



At the front steps, two terrorists greet you with bullets and rockets.

Continue on and peek around the corner to survey the front step. At the end of the corridor, two terrorists stand on the ledge above the steps. On the right side, a terrorist with an itchy trigger finger snaps off a continuous flurry of shots courtesy of his assault weapon. Even more dangerous, the terrorist on the left fires rockets from his portable launcher.



If the first terrorist slips away from you, he'll retreat to reinforce the front steps.

From the corner, zoom on the right terrorist and blast him to pieces. He has the best shot at you, due to the angle, and he could wing you if you give him more than a

second of gunfire. The second terrorist might get a rocket off, but if you stay concealed behind the corner, the explosion won't deal you any damage. After a rocket shoots by, slip out and nail him while he loads up a second missile.

Advance on the stairs and make sure there are no more tangos on the front section. Just before the steps, the corridor splits off to the right and left into side passages. Both wind up to the main stairs, but you want to take the right passage.

As you climb the stairs, check for a terrorist on this side. Most of the time, he will be on the left side, so you want to play the percentages and advance here, but just be alert. When you get to the end of the side passage, lean



Clean up the remaining terrorist on the steps.

around the corner and shoot the terrorist kneeling on the far left side. He waits for you to come up the left passage, and you've surprised him by lacing him with bullets from the side.

Be careful not to climb the stairs yet. There are two more terrorists just out of sight, but you don't want to engage until everyone's ready.

Second Wave

Your next move is tricky. Still out of sight from the two terrorists at the top of the stairs, give your partner a move order up the stairs but along the wall. That part's crucial: Price must move up the wall, or he might get caught in a grenade blast. Once he moves, charge straight up the stairs yourself.



Two terrorists patrol the top of the stairs.



Silence the two terrorists before they can heave their grenades.

charge will put the grenade blast safely at your back.

That still leaves the two terrorists. Charge straight at them and let your G3A3 rip. An accurate burst might catch both of them. Keep firing at them, and with a crossfire from your and Price, they will drop eventually.



From the communication post's window you can pick off the single terrorist inside.

Continue forward. A large building serves as a communication post. Stand and you'll spy a single guard manning his station inside. Shoot him through the window before he returns fire or does something foolish like radio for help.

Call Price to your side and continue past the communication doorway (on the right side of the building). At the building's corner, peek out at the lower level. Three enemies hurry into place at the far end.



Three terrorists will scramble into position when you reach the back of the stairs.

When you appear, the two terrorists are ready for you. One of them flings a grenade at the stairs. If Price is moving, he will help with support fire, and he will get out of the way of the blast radius. Your

charge will put the grenade blast safely at your back.



Hidden behind the communication post, snipe the targets one by one.

They want to ambush you as you round the building. Concealed by the corner, you have free shots on all three. Zoom and fire three bursts in a row and they won't get up to cause any more problems.



Follow the signs to the stone stairs in the back corner and your first objective point.

Pray for a Miracle

The second leg of your mission sends you in search of the temple complex's shrine. Pray that you don't run headlong into one of the many ambushes or you may need a minor miracle to escape the ultimate outcome.

Ambush Alley



Terrorists hide along the corridor in side alcoves and hidden sniper spots.

At the bottom of the first level's descending staircase, you come out into a small room that connects to a long, well-lit corridor. The terrorists have rigged several surprises in this narrow chokepoint, so be on high alert.



A sniper attacks from his hidden perch at the corridor's end, while a second terrorist shoots from behind the barred window halfway down the passage.

Once he's down, you can continue forward. However, a few seconds later, a second enemy will take his place on the perch, so you'll have to deal with that one as well.

Stick to the left side of the corridor and look for a barred window on the right side (in an alcove in the middle of the corridor). Another sniper hopes to ambush you here. Click on zoom and slowly sweep the window until you catch a glimpse of him. It'll be the last glimpse anyone sees of him.

You should now reach the next room without getting ambushed. At the doorway, look between the pillars in the far left corner. Another terrorist kneels there, waiting for a clean shot. You might have a difficult target, but it's best to waste a few bullets getting it right than to step in the room and into the enemy crossfire.



A second enemy replaces the first one on the perch.



At the first sign of trouble, shoot your M203 into the heart of the enemy.

Swap your assault rifle for your grenade launcher and step into the corridor. The terrorists hear your approach and several will shift position or jump out into the corridor and begin pelting you with lead.

Launch your grenade at the closest terrorist. The explosion should cripple him as well as some others nearby. Advance to the first alcove and look for anyone shooting at you from down the corridor. Once that's clear (for now) slide out and look for a terrorist to ambush you from the window on the left side in the second set of alcoves.



Of course, there's more resistance ahead. Advance down the corridor, bouncing from alcove to alcove as you look for the best shot on any surviving terrorists. Before long, a sniper at the far end of the corridor will send

Pick up any corridor survivors with your G3A3.

you a calling card. Look for him on a high perch in the gloom at the corridor's back wall. You may want to switch to night vision to pick him up more clearly.

Finish off the two terrorists defending the next room.

If you kill the far enemy, you cut the enemy's crossfire in half. The second half comes from a terrorist in the corner to your immediate left. Peek around the corner and strafe the wall until one of your shots clips whatever flesh you can see.

Balcony Games

Continue down the passage until you see a room that opens up to the sky. Be careful that an enemy doesn't ambush you from the windows along the corridor as you sneak down into the main area.

High walkways and balconies line the room's walls, so tread slowly when you approach the doorway. One enemy might even toss a grenade to the lower level to welcome you in proper enemy fashion.



The next area opens on the starry night, but terrorists will spoil your view.



Disable the two terrorists on the balconies that you can aim at from the corridor.

Zoom on the walkway directly ahead and toast the enemy making his rounds. Another enemy sits up in the balcony to the right of the entranceway. If you need extra incentive to aerate him, he's the one who dropped the grenade down on you.



Tear through the single guard on the ground floor.

Before you let your attention stick on the balconies, there's one enemy on the ground floor. He patrols the whole floor, but he likes to take cover behind the large column near the center of the room. Get a fix on him early and track him until you have a shot out in the open or can angle a hit around the large column.



Step into the room and hit the guards on the hidden balconies.

Three more terrorists remain on the top floor. Step backward out into the room and zoom up on the balconies on the wall above the entrance. Two terrorists will appear on the balcony to your left, so aim there first. A third terrorist will shoot down from the right balcony. If you can deal with the first two quickly enough, you can eradicate the third one without any lacerations to yourself or Price.



Watch for a terrorist to jump out at this corner as you run up the stairs.

Take the stairs as they bring you up to the room's balcony level. Watch at the top of the stairs that you don't get ambushed by an enemy in the corner. If you failed to pick up all the tangos, a terrorist will wait for you behind the

stonework at the corner with the directional sign. Keep your gun pointed in the corner just in case you need a precautionary burst.



After the terrorist at the top of the stairs runs out of ammo, finish him off.

Weave through the balconies and take the stairs down at the far end. At the top of these stairs, one last terrorist tries to prevent you from reaching the second objective point. When he sees you, he'll fire, but from his position he can't hit you unless you come up the stairs. Let him exhaust his weapon, then leap up and attack while he's reloading.



Step out to the first big pillar and scan the ruins to your left. The hole in the wall grants you a great view of the area. Track any terrorist movement and let your gun rip. Keep sliding to your right and let your combined firepower finish off any tangos.



The ruins conceal three or four terrorists.



Zoom on any movement and plug your adversaries.

A terrorist armed with a rocket launcher will fire off a rocket from the rear structure and then run off to the right for a second shot. Avoid the first missile, then zoom on him immediately so he can't let loose with a second explosive. There will usually be three terrorists in the ruined area, though sometimes a fourth joins the enemy team. Plan for four and you won't miss any.

Cellblock



The enemy in the first window on the cellblock will spring up quickly.

Around the next corner, a long passage stretches in front of windows to your left and small cellblocks to your right. At the very first window, an enemy may pop up firing. His position varies, so watch for him at any of the windows or the lit cellblock at the end. Look for other tangos at the windows or in the very last cellblock on the right side.



The next area is a long expanse bordered by ruins on the left side. In the far left corner, a single terrorist will hurl a grenade out into the middle of the concourse, then follow up with some sharp-shooter drills.

Fire across the ruins at the enemy hiding in the corner.

Click on your thermal vision and step out into the expanse after the grenade blows. You'll see his heat signature through the grenade smoke and can pummel him if you aim carefully.



Brace for the second terrorist by the broken column.

into the area from the steps off to the right. As he sprints up the stairs, swat him backward with a burst.

Meanwhile, a final enemy will attempt a sneak attack from the rear. Price should be perfectly placed to tear him to shreds as he rises in the window behind the broken column. Otherwise, he'll fire off a round or two before you locate his position.



Another enemy will sneak up and shoot from the window behind the broken column.



The shadow on the wall gives away the next enemy's position.

halfway up the stairs and let the grenade detonate harmlessly. Zoom on the corner of the ledge and punch a few holes in your would-be assassin.

When you enter the open plaza, send Price to the back on a move order (facing the window opposite the stairs). Going it alone, you should shield yourself by the broken column in the middle of the plaza. A second enemy will run up



Avoid the enemy grenade and sight him on the ledge corner.

Three more terrorists will pour out of the doors to defend the ledge: two from the left and one from the right (the one on the right throws a grenade into the far corner). Circle around to the front of the ledge and sight on the doors. Sidestep toward the far passage and pull the trigger as soon as you sense movement. With both of your guns working, the three terrorists will arrive like lambs to the slaughter.



Spray the ledge with gunfire as the terrorists attack.

The Temple



You can see the first temple terrorist's silhouette against the side alley wall.

You've finally reached the temple area past the next set of stairs. Reload and ready for some fierce combat.

The first target stands in the side alley next to the temple. He's armed with grenades, so snipe him from the passage before you reach the corner near the temple.



The largest crowd of terrorists shoots at you from across the plaza.

At the corner, you can see the plaza open up before the massive temple. To the left, the temple expands until it connects with impassable ruin rubble. Behind this rubble a large group of terrorists will fight to keep you from crossing to the temple.



Find the terrorists inside the temple and deal with them.

Fire at the guard on sentry duty. When he drops the reinforcements will begin arriving. You have a great angle on the bad guys running out of the far building at a crouched run. Strike most of them here where there isn't much cover.

Once they bunker down behind the rubble, you'll have to pull off some headshots to shut them up. The last enemy in this area will probably stay inside the building and fire from the open window. Zoom and search for the muzzle flare to track down the most accurate shot.

The remaining terrorists inside the temple will charge at you or hit you with rockets.

Switch your sights on the temple. One terrorist stands in the back between the first and second columns. Assassinate him from range to start the rest in action.

Another terrorist will charge down the temple steps to try and surprise you. Gun him down, while moving to your right to find the last temple terrorist in the back right corner. He has a rocket launcher and is not afraid to use it. Don't give him the opportunity.





Three terrorists sit atop the roof of the building to the right.

Take two steps out into the plaza and zoom up on the building to your right. Up on the roof, three terrorists lurk for kill shots. They may even drop a grenade down on your head if they're feeling neighborly. Without walking out too far so they can return fire, try for headshots that thread the needle and drop the terrorist.



A third terrorist on the right building can only shoot at you when you climb the temple steps.

The last rooftop terrorist sits inside the building. He won't be able to shoot at you until you climb the temple steps, but he has a machinegun that's ready to crank. Rather than give him your backs like he's hoping for, back peddle up the stairs and scope him out. A single bullet should quiet the machinegun fire.

Into the Hideout

The final terrorists have retreated beneath the temple in a secret bunker. Blow them out of there and retrieve the information on the leader's laptop to finish off your mission.

Underground Bunker



Engage the enemy in the first underground tunnel.

In the back of the temple, there's a staircase heading down into the underground bunker. Follow the stairs to the basement level and peek around the corner when it rounds to the terrorist rooms.



Don't enter the tunnel until you've capped everyone.

One or two enemies will man the main tunnel. They use the barricade as a shield and fire on you instantly. You can trade shots here, or you can break out the M203 and arc a grenade over the barricade to

make some room. Whoever survives gets a bullet from your G3A3.



To see through the veils shielding each room, switch to thermal.

You may want to switch to thermal vision for the rest of the mission. Thermal will locate the enemies through the veils that separate each room and will ignore the underground gloom. Flick back to normal vision to check your surroundings periodically.



A long firefight in the second room leaves lots of enemy victims.

Slide out into the tunnel and focus on the first room to your left. Two enemies from behind the bed to your right as you enter the room, so try and find a piece of exposed arm or leg to hit them first. If you miss, they will retreat and gather support in the next room.



Seize the final room for victory.

Creep into the room and use the beds to your right as cover. Through the veil into the second room, two more terrorists stand in the back left corner. One will be a straight shot. The second will hide behind the mattress as you approach the curtain.

A second group of terrorists reinforce this room when you pass the beds. The first terrorist will run through the right door. Concentrate on him, since he'll come up closest to you. After you squelch him, join Price in target practice against the other three terrorists, who will linger behind the right curtain near the back of the next room's corner doorway.



The laptop holds the key to the terrorists' future plans.

After a few seconds, charge into the room. With such tight quarters, it's really the only way to stop the final two—unless you have a grenade left.

Congratulations on exterminating another terrorist group. No one outside the organization knows you did it, but that's just the way you like it.



Mission 8: Agora



The terrorists have shown up in the Agora market area, and it's not fruits and vegetables that they want; they're shopping for a bomb. The leader of the terrorists plans to blow Athens sky high, and while his men fan out to control the market area, he has his fingers on the bomb to press the panic button if things go wrong. You have exactly 11 minutes to race through the city from the insertion point to the bomb location, but, unfortunately, you're not sure where that is.



Through gunfire and explosives, your team must race through the market area in record time.

The Briefing



Based on the information you recovered from the Roman temple, governments all over the world are cracking down on rogue terrorist cells.

Your timely information from the last mission has helped governments worldwide crack down on rogue terrorist cells. Unfortunately, the Athens cell got tipped off somehow and scrambled into the Agora market section of the city. Even worse, they have assembled a bomb that can kill thousands.



Terrorist snipers will use windows and balconies through the city to test your reflexes.

That's where you come in. You must race from one end of the market to the other, kill all the terrorists, and find the bomb and deactivate it in less than 11 minutes. Scrutinize the slides for some of the market areas you'll be hoofing it through. You can also pinpoint certain key sniper points and battle zones where multiple terrorists will gang up on you.

Guns & Ammo



Out in the city, we want weaponry with range and versatility, like the M16A2 and M203.

that you're extremely comfortable with since everything you do will be under an extreme time pressure.

You won't use the M203 as much as you would on other missions. However, you can squeeze off a grenade against any foe that pins you down for more than a few seconds. You want to keep moving, and the M203 can split apart an organized enemy defensive force so you can plow through them.



The M16 handles well under pressure and gives you more range than most weapons.

On a dead run the whole mission, you need weapons that have high accuracy or can overpower the enemy. The M16A2 does both. It has a 3.5x scope for good range and an accuracy of 74 that puts it in the upper level for assault rifles. You should take a gun



Tear gas grenades and frags can frazzle the enemy and set up the one-two punch with your weapons.

Run for the Market

If the clock on the screen doesn't propel you into motion, maybe the notion that you don't have any idea where the bomb is located will. You need to race through the city and find that bomb before people die. Stop to finish off tangos, but don't sit around and enjoy the pretty buildings.

Elevation Alert

Leave the insertion zone and make a left at the first corner. Approach the first set of balconies (the one with the walkway crossing above the street). When you get within shooting range, a terrorist will rush out from the left and hunker down atop the walkway. Zoom and shoot.



You have exactly 11 minutes to find and stop the bomb.

Tip - Unlike most missions where you carefully plan each shot, throw those plans out the window. You must hustle through this mission. Don't even stick around to finish off enemies you might have missed.



Tip - Use your grenades sparingly. You won't have the time to stand around and finesse your enemies out of their cover spots.





Confront the first two assassins at the first balcony.

A second assassin will slip out from the right side after the first one bites it. He has heavy cover and likes to chuck a grenade. Let the explosive blow up harmlessly nearby, and wait for the assassin to make a break for the walkway. When he does, light him up with a team barrage.



One terrorist charges up the street.

Move forward until you're under the walkway. At the next corner, a terrorist will run around the corner and up the street at you. It's a distraction for his partner to do the dirty work, but you still have to take him down before he gets close enough to do damage.



A second terrorist launches rockets from the balcony.

His partner stands up on the corner balcony above the street. Armed with a rocket launcher, he plans to shoot it down into the street and create a crater where your team used to be. You have about two seconds after the

first terrorist makes his run. Zoom up on the balcony and snap off a quick burst before the terrorist loads that rocket.

Messy Intersection



At the next intersection, the first terrorist will rush forward and throw an explosive at you.

Carefully approach the intersection with the horse centerpiece. You're about to be assaulted by two different enemy teams from two different streets.

Step out into the street far enough to see down the street to your left, but far

enough to avoid any fire from the road that veers to the right. A single terrorist rushes forward and throws an explosive cocktail into your midst. Watch that the explosion doesn't hit any of your team and gun the terrorist off his feet so that he can't switch to a weapon.



Hit the snipers in the windows at the back of the street.

Next, zoom on the end of the street at the building with two windows stacked on top of each other. A sniper opens the upper window first, followed by a sniper in the lower window. Blow them both back into their respective rooms so you don't have bullets coming from yet another direction.



Search for any movement at the back of the street at ground level.

Slide all the way to the right now and search at ground level for movement. You should find an enemy in the back left corner readying a rocket. Give him three or four seconds and he'll fire that bad boy down the street at you. Avoid that nastiness with a couple of well-placed shots.



The second terrorist group blows the statue up with a rocket and pounds the pavements with gunfire.

The second terrorist group attacks from the road to the right of the statue. They too have a rocket launcher that blows the centerpiece into fragments as if to emphasize the point that they mean business.



One last enemy hides behind the gated alley.

left of the centerpiece as cover against enemy fire. Weed out the rest of the terrorists in the street, and don't forget about the one terrorist that likes to hide in the gated area to the left of the horse statue.

From your vantage point against the right wall, you can't get a good look at them. Step out into the street and pick off anyone you see moving (particularly that rocket launcher guy). Approach slowly and use what's



Blind Turn



Two terrorists behind a barricade make the turn a battle zone.

At the next intersection, two enemies lie in wait directly ahead. From the corner, zoom on the left one and squish him with a couple of headshots. Take one step out and strafe the right wall as you try for the terrorist in the corner. He may return fire, but if you're quick you'll stop him before he does.

In the short street past the barricade and before the market carts, you trigger your first objective. Continue to press forward and reach the second objective farther into the city.

Plans in Ruins

Your run continues at a frantic pace through the market area and back streets. The enemy sets some traps where you least expect them. As you race toward the second objective point, temper your speed with intelligent shooting.

Market Carts



The first terrorist in the market area hides behind a series of carts.

When you reach the carts signifying the market area, look left over the first set of them. You should spot a lone terrorist hiding behind the last cart. Occasionally, the terrorist will hide inside the first cart, so watch that he doesn't pop up in your face.



Two more assassins stalk the deserted carts.

Zero in on the first terrorist with a headshot through the carts. Advance to the spot where you down him and turn the corner to face the remaining two market terrorists. One terrorist will usually be out in the open and the other hides behind a cart to your right (sometimes both hide behind the cart). With some fancy trigger work, you can have both of these terrorists on the ground in no time.



A sniper sits atop the porch overlooking the market.

Behind the market area, a large porch oversees everything. A sniper stands up here with a command of the whole area. While you fight the three ground terrorists, he'll look to pepper shots down on

your unsuspecting heads. As soon as you clean up the ground terrorists, scan up on this porch and drill the sniper with a burst to the chest or head.

Surprise Setups



The next sniper appears on the apartment balcony.

On the street past the market area, pick up the pace. You only have to worry about a single sniper. Most of the time, he'll appear on the top balcony, though sometimes he'll attack from the ground floor window. Whichever window is open, set your sights there.



Two more terrorists pour into this street. Gun them down before they can set up.

In the next street, stop at the end and zoom all the way down. A single terrorist will round the corner at full speed and head up the street. At the same time, an iron gate on the right wall swings open and another terrorist rolls out. Time your burst correctly and you could nail both with a single squeeze.



The terrorist in the side alley will shoot at you as you pass by.

Be careful of other snipers in the area. There's one in the alley to the right, and there may be one or two more in the windows. Generally, it's best to run through this area to avoid extra combat.

However, the alley terrorist could cause damage as you run by. In that case, pull out your M203 and fire a shot against the alley wall. The phosphorous mist will spread throughout the alley and liquidate your bad guy.



An advanced guard patrols the corner in front of a terrorist barricade.

Peek around for a look at a construction site. Scaffolding holds up the area that's currently under repair. One terrorist stands on top of the scaffolding, while two more hang out at opposite corners at the bottom.



The construction area offers solid cover for the three terrorists looking to stop your run.



Split open the two terrorists by the scaffolding.

Blast the ground terrorist in the right corner, then quickly raise your M16 to plug the terrorist with the top shot. You will have to step out to get the angle on the last terrorist in the back corner. Drag your whole team out with you for quicker results.

Down the next street, a single guard patrols for a nest of enemies around the corner. Don't let him retreat or he'll warn the others. Gut him on this street, then take up a position at the corner.

Smoke Screen



Two more terrorists assault you from the terrace.

On the other side of the scaffolding, a large terrace wraps around the building. When you reach the long stretch of terrace that turns to the right, expect a terrorist to cause some grief there. He will either rush forward (to your advantage) or kneel at the corner and fire away (not to your advantage).



Tip - *Constantly reload after each street encounter. You won't run out of ammo on this mission, but you never want to come up empty during a critical firefight.*

Either way, you will have to go through him and his partner on the balcony behind him. Chip away at the corner with constant gunfire as you swing out to get off a good shot. Once the first terrorist slumps, zoom on the balcony on the building across the street and send some lead the second terrorist's way.



On the next street, terrorists use a smoke grenade for cover.

Walk over to the stairs that descend into the street below. Search for any movement. Two or three terrorists comb the street for activity. From your elevation, it's child's play to seek and destroy your targets.

While this is going on, one of the terrorists will chuck a smoke grenade into the street. Before long, the whole street becomes a gray haze. Under cover of the smoke, a single terrorist will slip into the right corner to ambush you.

Switch to thermal vision and you can see everything through the smoke. The enemy in the corner becomes a sitting duck, and any remaining terrorists will be caught by surprise as you walk through the smoke effortlessly and fire from the haze. On the other side of this mess, you reach your second objective point.

Bombs Away!

You probably studied the Big Bang in science class, and no one wants a physical demonstration in the streets of Athens. With time running short, chug through the remaining terrorists and reach the terrorist leader before the world goes boom.

Apartment Courtyard



Access to the apartment courtyard will be perilous.

Advance toward the apartment courtyard, but stop when you hear a grenade pin pulled. Sure enough, a grenade rolls into the streets from the right side. After it explodes, give your team the order to move to the front

of the street, while you concentrate on the enemy around the corner.



Go thermal to see through the smoke.



Split your attention between the terrorist around the corner to your right and the one to the left by the rock garden.

Your terrorist kneels in the right corner and will fire quickly, so don't give him a chance. Your team should take out the terrorist patrolling the rock garden at the courtyard's center and watch for an enemy to fire out of the shuttered, ground-floor window on the building straight ahead. Together, you will wipe out the first line of defense.



Two more terrorists appear on the balcony behind you as you cross the courtyard.

Call your team to you and move under the balcony along the right wall. A sniper appears on the porch across the way in the back right corner. Train your weapons up there and let him have it so you can cross to the other side where the exit door is located.

When you cross, two snipers will leave the safety of the building and take point on the balcony behind you. If you back peddle into the courtyard, you'll face them as they lock and load. Unload a healthy dose of pain to ensure they don't linger around and cause damage.



One last threat appears in the alley by the courtyard door.

One last enemy appears in the alley near the door (to the right if you're facing the door). You have to watch him, since he can mow through your team if you concentrate on the balcony guards too long. You may want to set your team to watch for the alley terrorist, while you pick off the balcony terrorists, or vice versa.

The Last Leg



Inside the building, one terrorist will fire from the window, while the other meets you head on in the corridor.

Navigate through the building interior and be on the alert for two terrorists. The first opens the window in the first corridor and shoots immediately. Aim at the window as you run down the corridor to save you time when you pull that trigger.

The second terrorist stands in the middle of the hall around the next turn. Fire into his stomach as you charge and send him reeling.



Two more terrorists stake out the front of the headquarters building.

When you get to the door out into the headquarters courtyard, zoom straight ahead. Two terrorists, one low and one high, wait for your exit. The top-level terrorist has a rocket launcher, and he'll hit the doorway with his missile. As long as you stand at the far end of the corridor, the explosion won't impact you or your men.



Three more assassins set up a crossfire from the back of the courtyard.

When those two are down, peek out to the right. This is one of the few times in the mission that you must slow down and be very careful. Two terrorists prepare to assault from under the awnings, and you can only annihilate them by ducking out, triggering a barrage, and ducking back. It may take two or three tries, but you can't expose yourself too long or you'll end up on the ground.

One final courtyard sniper sits up on the balcony on your extreme right. With the two awning terrorists out of the way, you can step out to get an angle on this rather difficult placed enemy.



The clueless front door guard won't know what hit him.

The headquarters building lies in front of you. Advance to the door and zoom on the guard in the corner. He won't react fast enough to stop your bullet.





The second guard will either throw a grenade at you from out in the open or use cover to rattle some shells around you.

The second inside guard will probably throw a grenade at you. To avoid major splatter, retreat out of the building and wait for the explosion to pass. If he threw the grenade, the good news is that he's out in the open and a good target when you come back in. If he didn't chuck the grenade, you can find him around the corner by the barrels.



Eliminate the guards on the stairs next.

Three more guards patrol the stairs and upper walkway. As you circle to the front of the stairs, scan the upper walkway with your scope. You should puncture at least two of them before you reach the stairs. As you climb, scout the area for the final terrorist and lay him to rest.



Tip - If you're pressed for seconds while disarming the bomb, don't do it yourself. Give the "demo up" order to your teammates right next to you. Your men can disarm the bomb faster than you.



Rather than fight the leader from his defensive position, it's better to surprise him with an unexpected shot off through the curtain.

The back corner room holds the terrorist leader and the bomb. Depending on the amount of noise he's heard outside, the leader might step to the doorway and add his firepower to the battle. That will make things harder.

Hopefully, he won't leave his room. If you can sneak up on the room, you can line up a perfect headshot through the curtain that serves as a makeshift door.

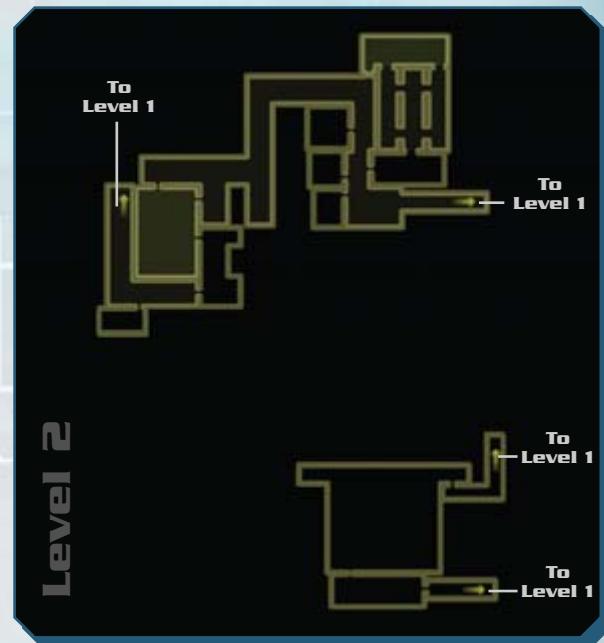
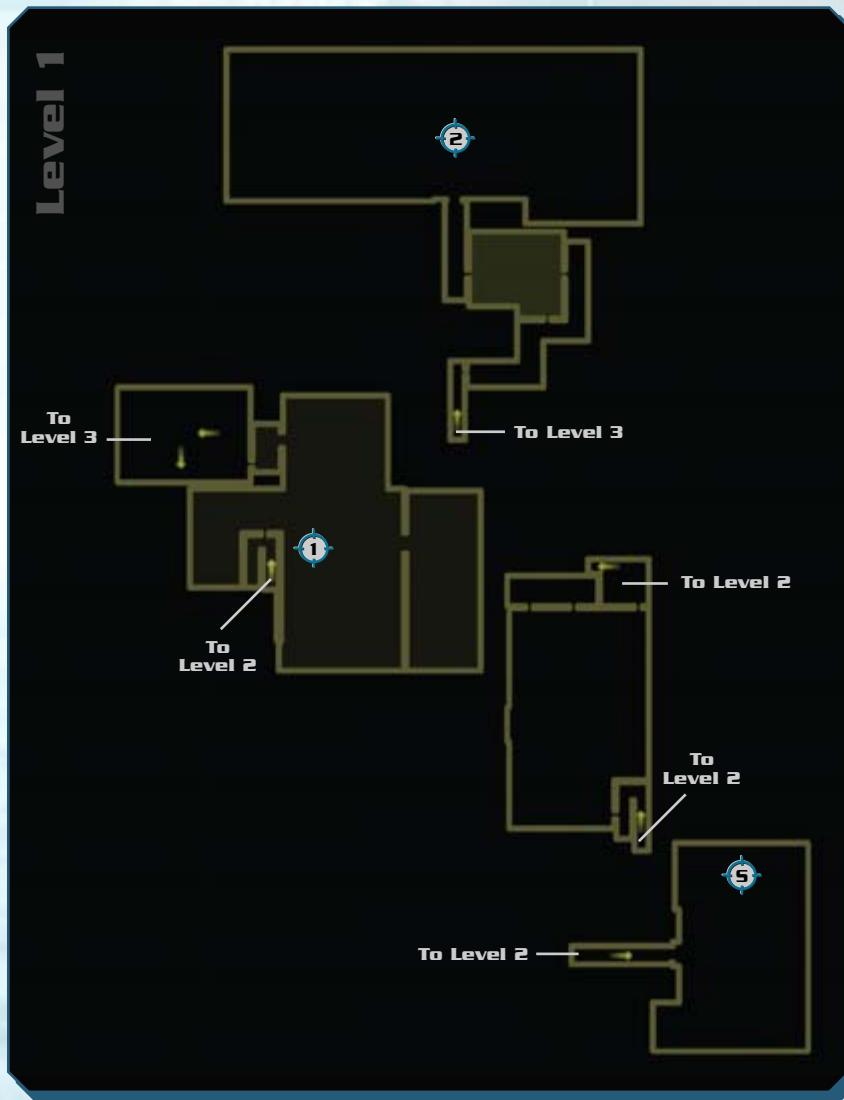


Slay the terrorist leader and deactivate the bomb with time to spare.

No matter your approach, the leader has to die to reach the bomb. Snip the correct wire and shut the bomb down with a healthy amount of seconds left on the countdown clock. You've just completed the race of a lifetime. Don't expect a raise.



Mission 9: Military Base



LEGEND

- 5 - Starting Location
- 1 - Disable Supply Train
- 2 - Get Coordinates of Rocket Facility



Air support will help you with ground and sentry enemies.

Nine missions into the campaign, and you finally have the name of the mastermind behind the recent string of terrorist attacks: General Dmitry Yaganov. You also have a location on the main terrorist base, an abandoned military complex in Kabardino-Balkaria. Yaganov has a bunch of nuclear-capable missiles that he's loading up on trains at the base. You don't want those missiles to connect with any nuclear material, so it's up to the Rainbow team to sabotage the train system. While you're visiting the complex, you might as well go after Yaganov himself.

The Briefing



The Athens leader spills the beans on his Russian comrades and gives you the location of the main terrorist base.

The raid in Athens turned out better than expected. The Athens terrorist leader, Sergey Koltsov, a former major in the Russian army, decides to plea bargain and turns on his friends. He reveals the location of the main terrorist base the identity of the terrorist mastermind: Dmitry Yaganov. Intel also discovers Yaganov's plan to move nuclear-capable missiles by rail system. Your job will be to undermine the trains and retrieve the location of rocket facility where the missiles are supposed to end up.



Yaganov has his men loading missiles on trains set to take off to an undisclosed location.

The briefing slides reveal lots of enemy locations, including sentries that might spray your team when you least expect it. Slide number four presents a satellite view of the train yard, including where to place your demo on the train, cover spots among the trains and the tower sentries. You also get footage from cameras inside the base to give you an idea of the limited mobility in some corridors.

Guns & Ammo



Take equipment balanced for indoor and outdoor work.

Much of your mission will be battling terrorists around tight corners and down narrow corridors. The M4 gives you a weapon that fires quickly and packs a wallop. It doesn't have the long range, but works well at medium and

close range. It will pay dividends for the times when an enemy appears in your face out of nowhere.

The M203 gives you some more firepower, and it can serve as a long-range weapon if you want to lob a grenade far. Save your few grenades for the terrorist hotspots, the ones where you're sure to take damage to get a shot off.



The compact M4 gives you the speed you need for any sort of scenario on the mission.



Tip - There will be a lot of combat on this mission. The M4 might have 30-round clips, but you still need to conserve to make it all the way through to the end.



The faithful M203 will drive terrorists out of fortified spots.

doors in the complex, and lots of enemies behind those doors, you can also slap a breaching charge on one that you know is going to give you trouble. The resulting explosion will kill or stun whoever is on the other side and reduce the risk of opening the door and taking shells immediately.

To Catch a Train

The train is leaving the station, and you had better catch it before the missile payload slips out of town. Weed through the military complex's initial guards to reach the depot area.

Generator Room



Count on air support from friendly birds.

finger; the helicopter turns its big machineguns on the two terrorists and turns them into worm food.



Descend to your first encounter with the generator guards.

To round out the assault, stock up on flashbangs and breaching charges. You don't have to rescue any hostages, but the flashbang will disorient a large group of foes and present you with easy cleanup work. With so many

Once the helicopter clears the area, jog past the downed terrorists and descend the steps they came from. Open the first door and fire straight ahead at the first terrorist outside the generator room.



Intercept the next two guards as they pass by the window or exit the doorway.

The noise will alert his two buddies. If you watch to the right, you'll see the terrorists race by the window. A fast trigger finger will lacerate them through the window. If not, catch them as they leave the doorway, before they can turn and fire.



Two more guards hunker down behind the massive generators.

Walk into the generator room. Face the closest generator and sidestep to your left. The fourth terrorist stands at the other side of the room and will come into view as you pass by the first generator. Make sure you drill him, but do so quickly. His backup arrives at the corner of the generator to your left and will fire directly at you. To minimize damage, you might want to step back against the generator for cover as you snipe at the room's last enemy.

Maintenance Bay



Eliminate the terrorists on your exposed side first.

Enter the maintenance area and run for the stack of toolboxes in the middle of the room.

Follow the stairs to the next area, a huge maintenance bay where the terrorists are hard at work repairing two tanks. You're about to fight a huge battle, with enemies all over the area.



Tip - You don't have enough eyes to fight the whole maintenance area simultaneously. Use the toolboxes at the center of the room to screen half the area, while you concentrate fire on the other half.

Run to the center of the room and position yourself next to the toolboxes.

You want your shoulder up against the sides of the toolboxes, effectively shielding you from the left side of the bay. For the first part of the battle, you only have to worry about the center and right sections.



Drop the last terrorist in the bay and reinforcements arrive from the side garage.

Watch your exposed right side at the beginning of the fight. At least two terrorists will try for the cover on the ledge to your right. From behind the crates, they have an open shot on your side. Check back in this area constantly and make those enemies top priority.

Scan the back walkway for any movement too. The explosions won't catch them all, and you need them silenced before you can turn to the left side.



Pin down the reinforcements with heavy fire.

When you finally turn to the left side, one enemy will be kneeling on the ramp next to the tank. Killing him brings in reinforcements.



Thermal vision can help you find the terrorists behind thick cover.

you from their first surprise fire. Three of the terrorists will be to the right, and you should go for headshots to nip them above the obstacles they use as cover. The fourth terrorist stands to the left of the truck. He may be difficult to see with normal vision. If so, switch to thermal vision to register his heat signature and get him that way.



Strike down the last terrorists against the back wall and call up your squad to check for survivors.

Scan for any additional movement. There may be one or two stragglers, and you must identify their position before attempting the back walkway. Once in a while, one of the terrorists will retreat to the stairwell in the back right corner. When you exit the maintenance bay, always prepare for a point-blank encounter with that enemy on the stairs and you should come out on top.

On the opposite side of your crates, a large garage door opens and reinforcements flank a parked truck. Four terrorists will support from this position.

Fortunately, your toolboxes shield

Corridor Craziness



Terrorists prepare by the barricade in the corridor on the second level.

from two different sides. If you don't want to get stung by a bullet, tread carefully.

Slip out the left and focus on the first terrorist by the barricade. You can hit him with a shot if you squeeze off a quick and accurate shot. If not, he'll toss a flashbang and you'll have to avert your eyes into the lockers or wait out the blindness.



A terrorist attacks from this door while you engage his friends.



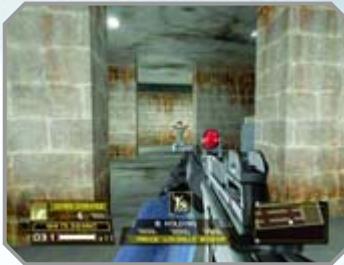
You must remove the barricade guards to continue through the corridor maze.

As you engage the terrorist around the corner in front of the barricade, his teammate opens the door on your left and joins the party. You need to gun down the terrorist along the right wall, then spin and hit the second terrorist as he moves out into the corridor.



Caution - *The terrorists in the second-level corridor are creative. You must outwit them to avoid casualties.*

While all this happens, a fourth terrorist sits behind the right corner of the barricade. He will add bullets to the melee, but unless he stands up and exposes himself, he won't be as big a threat as the first three.



Shoot or subdue the two terrorists in the corridor maze.

Head through the door on your right. Notice that the next doorway has no door. Many of the doorways in the corridor maze are open. It's nice that you can see through them, but remember the enemy can fire through them too.

As you approach this first doorway, a terrorist will roll into the room and come up firing. Repulse him back into the wall with a point-blank M4 burst.

Walk through the next doorway and take the doorway to your right. When you reach the next doorway on the left, glance through the opening and into the distant room. You might get lucky and spot movement.

Walk through the curtain and take the doorway to your right. When you reach the next doorway on the left, glance through the curtain and into the distant room (through a second curtain). You might get lucky and spot movement.

Most likely, though, the second terrorist will be in the next room (the one with the physical door in back corner). Take down the lone assailant so you can rest easy the next few steps.



Greet each corridor terrorist with the rattle of M4 gunfire.

When you maze door, you find yourself on the opposite end of the original barricade. If you took care of business on the front end, there will probably only be one terrorist straight ahead who comes out of the door on the right wall.

Enter the corridor and move to the passage on your right. A single enemy will round the corner and rush for cover behind one of the crates. Clip him out in the open for your best chance for a speedy passage.



Regroup in the electricity control room.

Around the next corner, a terrorist stakes out a mini barricade at the end of the corridor. A long-range shot will end his foolish attempt to subtlety.

Follow the corridor to the next turn and watch for one last

enemy in this area. Eliminate him, and you can rest easy in the electricity control room beyond.



Waste the two terrorists in the next corridor.

Through the door in the electricity room, two terrorists yearn to make your life uncomfortable in the next corridor. One terrorist shoots from the first crate stack, while his backup shoots from the rear stack of crates. You might want to detonate a grenade between the two crate stacks. The grenade will kill them both or flush them out. One might run at you, which will make for an easy finish, and the second might bolt through the back door. Either way, you will have to go in and take them out.

The final two terrorists of the level guard the staircase back to the first level. Bounce from crate cover to crate cover as you get the angle on them. When you can see head or torso, shoot to kill.



Two last terrorists to go until the train depot.

Train Depot



Welcome to the train depot, full of complimentary killers.

right, or behind the first train. Search each area and decimate him when you discover his position.

Take the stairs up to the train depot and stay on your toes for signs of the enemy. When you open the door out into the train yard, expect a terrorist nearby. He might be directly in front of the door, around the corner to the



Plant the demo charge on the glowing red light near the train wheel.

right away. You still have to get clear of the depot before your boss's remote detonates the train.

Advance along the side of the train and sight up on the high wall in front of you. Three tower sentries will appear to spatter gunfire down on your ranks.

Fortunately, you have serious backup. A gunship arrives to butcher the tower sentries and help you pass through the enemy-infested area. When you see the gunship, run to the other side of the depot. You want to draw out as many enemies as possible with the helicopter in the air above. Its superior machinegun will destroy all the foes that appear, so the bigger the party now, the greater the celebration later when you walk through their broken bodies.



Look high and low for potential assassins.



One enemy that might escape notice is a sniper up in the high windows on the building opposite the tower sentries (above the exit point). He's a great shot and will open fire as you cross to the far side of the tracks. Do the best you can at this range with your M4's limited scope.



Pick up the rest of the terrorists on the far side of the tracks.

Cut to the back of the train yard and clean up any stragglers. When you exit through the double doors and climb the stairs in the room with the broken roof, your superiors will blow the trains once you've reach the upper walkway overlooking the trainyard. With the first objective complete, you now have to track Yaganov and retrieve vital information that he has.



Leave the train depot and your explosive remote-detonates, destroying your first objective.

Rocket Plans

Yaganov has plans that give away the coordinates to the rocket facility where his missiles were headed. To ensure that no weapon of mass destruction has escaped, you need those coordinates at all costs.



Sentry Slugfest



Even with the help of the gunship, you still have a lot of tower sentries to gun down.

When you open the door at the top of the stairs, a few rockets and grenades will rattle the building. Why? You have a full arsenal out in the train yard, and they want you dead as you cross by the long windows in the next corridor.



Tip - *Stand back from the window when you fight the tower sentry guards. You don't want the terrorists in the train yard below to wing you.*

Look out the window and zoom on the far tower sentry guards. The first three sentries will fire back at you with automatic weapons. The sentry on the far right uses a rocket launcher.

Start with the sentry on the left and sight your dot on his shoulder. Fire a burst or two to drop him. Don't move your sight. Simply slide the gun to the right and you'll be lined up at the perfect elevation to disable the next two sentries.



Systematically shoot the tower guards.

It will take some dancing to get the rocket launcher enemy. He stands behind a post on the far right, so the angle isn't the best. In the meantime, watch the building window on your immediate right. A single enemy patrols inside, and you might need to clip him first before you finish off the rocket launcher guard.



Watch for the single enemy through the nearby building window.

corridor windows. By keeping your appearances irregular, you'll confuse the enemy and hopefully get off shots while they're looking the wrong way.



Since you have to stand to get at them, the last few terrorists in the train yard can be a chore.

The Escape



A quick barrage turns the last hallway guard into a big stain.

Yaganov can't hide from you much longer: Only one room remains. If you have a flashbang handy, open the door and chuck it inside. Swing around to the second door and attack from that direction.



Kick in the either door to the last room and spray the interior with bullets. You need to catch them by surprise to avoid enemies ganging up on you.



Hit the room with everything you've got. These are the remaining few enemies left, so being conservative doesn't matter. You need to inflict heavy damage quickly.



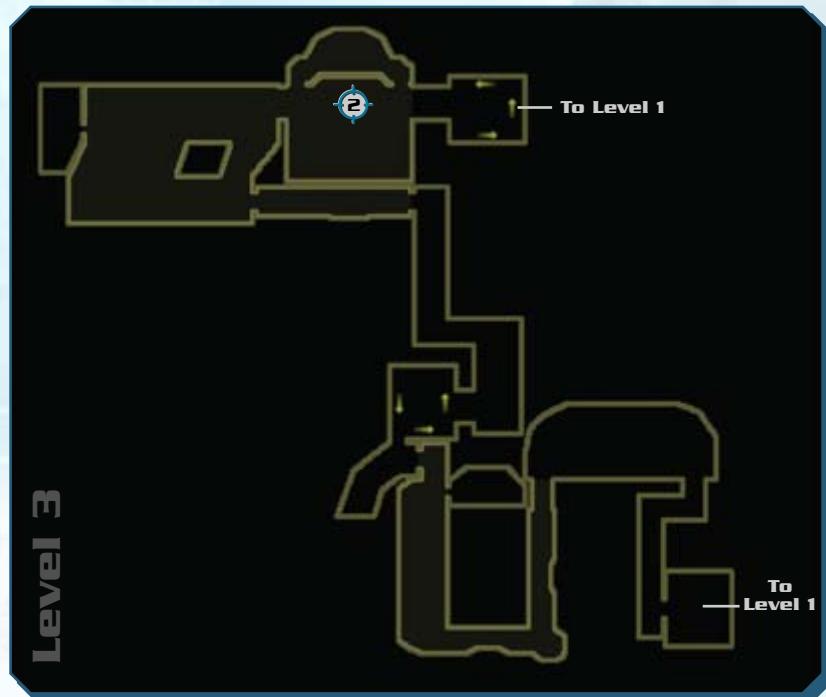
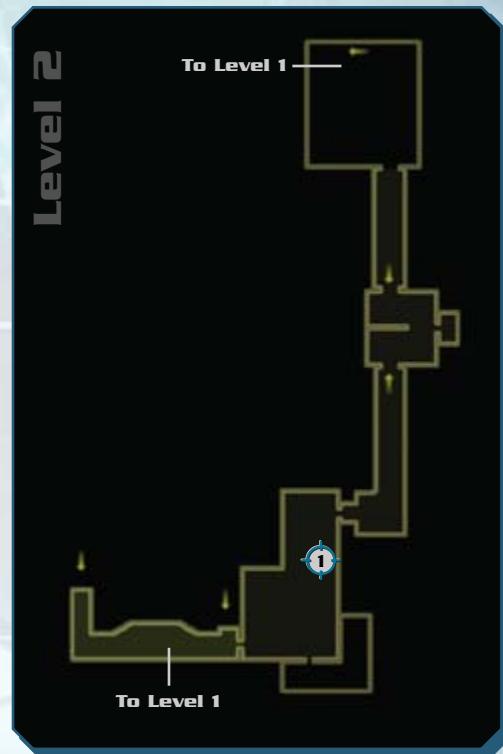
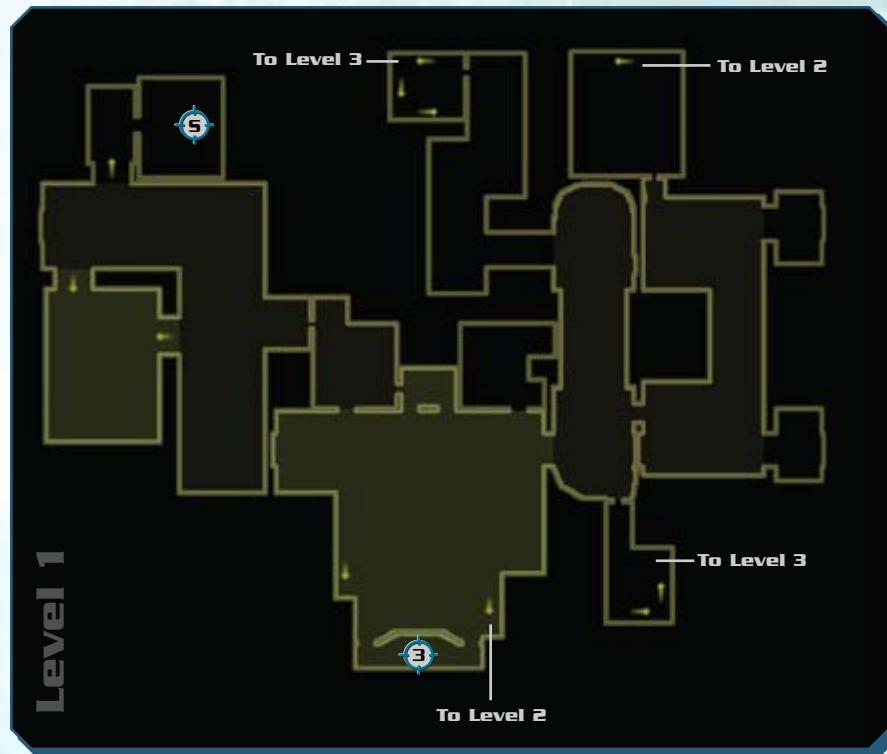
A precise shot against the helicopter pilot brings down the escaping bird.

Run for the exit. You only have a few seconds to make this work. As the helicopter lifts off, shoot at the chopper pilot. If you can hit him, you'll force the big bird down and ruin the escape attempt. It's a tough shot, but that's what they pay you for.

With the helicopter forced to into an emergency landing, you nab Yaganov and the information on the rocket facility. You have one mission left: To prevent the launch of a live nuclear missile.



Mission 10: Rocket Facility



LEGEND

- - Starting Location
- - Deactivate Dirty Bomb
- - Rescue Hostage in Basement
- - Prevent Rocket Launch



It's the last hurrah. The Russian terrorists have run out of places to hide, and you've finally exposed their master plan. General Yaganov and his backers were planning on using the missiles to start a regional war. By dropping bombs on the local capital and population centers, they hoped to start a huge war. During the war, they would swoop in and grab oil-rich land in the middle of the Caucasus country. You've already thwarted the overall plan, but one missile slipped through your grasp and now preps for launch at the terrorists' rocket facility. You must keep that missile grounded no matter the cost to life and limb.



The mission relies on stealth to sneak up on guards, while avoiding major confrontations.

The Briefing



An old Russian rocket facility holds a dangerous rogue missile.

This mission will keep you very busy. First off, you're going solo. With no team to back you up, the briefing gives you a few more details than normal to aid your cause. In addition to informing you about the mad general's plans to go nuclear, you also find out that the terrorists have built a dirty bomb. To take it out, your mission will be one of stealth.



The terrorists have a dirty bomb and will detonate it to prevent incursions.

Pay strict attention to the blueprints provided in the briefing. They show you where the dirty bomb is located and where the hostage is being held. In fact, the map actually displays the route you should take between the dirty bomb and the hostage.

Guns & Ammo



Your weapon allotment is all about stealth.

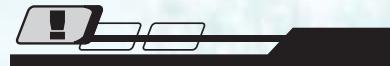
The first section of this mission relies on stealth. If the alarm goes up, the dirty bomb detonates and you die. Even the sound of an assault rifle or grenade launcher can send guards to the nearest alarm box. When

you go stealth, you want a weapon with suppressed fire like the MP5SD5. With its 3.5x zoom, you can take down enemies at range without anyone hearing a thing.



The MP5SD5 comes with suppressed fire so you can remove threats silently.

Your secondary weapon, the D.EAGLE in this case, serves as extra ammo if you run low. On a solo mission, you have to do all the shooting yourself. Long firefights might eat up your MP5SD5's ammo supply, so it's good to have a solid pistol as backup just in case.



Tip - *Grenades on this mission are a last resort. You don't want to raise the alarm with loud noises.*



Use your frags or flashbangs if several enemies press you at once. If the enemy has you surrounded or time is running short and you need to shatter an enemy position, then grab a grenade. Other than that, you should choose the stealthy option as your first resort.

Both types of grenades, the explosive kind and the stunning kind, should only be broken out in desperate situations. If the enemy has you surrounded or time is running short and you need to shatter an enemy position, then grab a grenade. Other than that, you should choose the stealthy option as your first resort.

Dirty Tricks

Your first objective has to be the dirty bomb. With that thing active, the slightest mistake kills you and everyone else in the complex. Eliminate the bomb and you have a little more flexibility to accomplish the rest of your tasks.

The Back Door



Flying solo you've been given some sophisticated equipment to pick up enemy movement.

You don't have your team at your back on this mission. To make up for that big disadvantage, you've been given

some high-tech equipment that tracks the movement of nearby enemies. Call up your map display and note the pulsing red dots. These signify enemies, and you can immediately identify how many enemies you'll be encountering next and in which direction they're moving.

Before you enter a room, watch the enemy blips and try and time your incursion with the blip moving away from the door. This means the enemy has his back to you when you enter, and certainly makes an easier target.

Also, after a lengthy gun duel with a terrorist, check the map to see if any enemy blips have converged on your location. You can use the map like X-ray vision to watch an enemy through walls, then move yourself into the best cover spot to take a shot at the enemy when he exposes himself.



Silence the first terrorist from the first archway.

When you're ready to set off, leave the insertion zone and slide into the shadows where your room's archway joins the large storage area. From the corner, zoom on the left side and wait for your first terrorist to walk into view. His patrol doesn't take him in front of you, but he will explore the left side, and then turn around to head toward the center again. While his back is turned, finish him off.

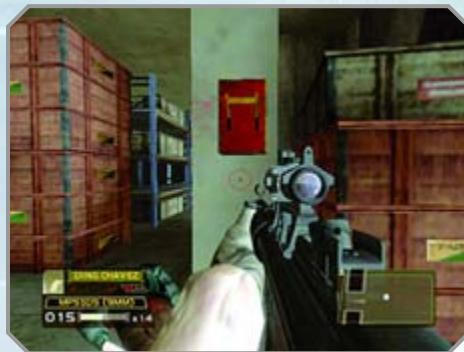


Sneak up on the second terrorist and watch that a friend doesn't show up unannounced.

Veer to your right and look for the second terrorist in the room up the short set of stairs. He can be near the opening or off to the left by the red alarm box. As soon as you see him, zoom and drop him with a burst.



Tip - *Unlike the assault rifles you've probably grown accustomed to, the MP5SD5 does not have superior stopping power. Get in the habit of triggering at least a burst into every bad guy.*



Don't let any terrorist get near one of the alarm boxes.

Generally, it's just the two terrorists patrolling the area. However, sometimes a third terrorist will join the group. He should be near the second terrorist, so if your map tells you there are three tangos, respond accordingly.

In this area, as well as all the areas leading up to the dirty bomb, terrorists will rush to an alarm box if you give them time to escape. One alarm ends the mission, so key on any terrorist near the red alarm boxes. Even if he reaches the box, it is possible to kill the terrorist before he pulls the alarm all the way.



Down the two terrorists in the office.

Exit the second room and continue straight to the door that leads into the small office. When you open this door, you'll have two terrorists to deal with amidst the chairs and table in the middle of the room. The terrorist on the left will immediately beat a retreat through the door behind him. Gun him down first, so that he doesn't escape and raise the alarm. The terrorist on the right takes longer to decide what to do, so you can sidestep into the room and blast him once you've eliminated the left terrorist.

Launch Center, Part 1



The missile sits on the launch pad as the terrorists prep for its departure.

From the office, open the left door and hide in the small room that borders on the launch center. Watch your enemy blips carefully. You don't want to emerge from the room with an enemy flanking the door on either side. It's better if

you can trap them all on one side of the room. When you don't have to worry about who's at your back, you can effectively dole out damage to the three terrorists inside.



Train on the closest missile caretakers first.

When you have them identified, zoom on the closest target and take him out. Slide to the second target (hopefully nearby) and pelt him with lead. Usually, one of the guards sticks to the rear of the launch center. Switch to night vision to track him better in the gloom.



Use night vision to see through the gloom and find the third terrorist.

When all three terrorists are dead, walk up the ramp to the left of the missile. Occasionally, another terrorist will arrive on the walkway above the ground floor. Be prepared to shoot at a moment's notice.

Leave the missile behind for now. Soon enough, after you've accomplished your other two mission objectives, you'll return to this same room to prevent the actual missile launch.

Dirty Bomb Room



The first terrorist is a straight shot through the far window.

At the top of the launch center walkway, open the door on your left into the dirty bomb room. The first terrorist stands in the window directly across from you. Zoom and let some of your silent bullets fly. A burst or two will shatter the window and the terrorist's spine.



The dirty bomb rests on the far wall about midway into the room. It's not a simple task to walk over and turn it off—yet. You have two more tangos in the back corner who fire as soon as you leave the cover of the control panels. Face that

The dirty bomb blinks ominously against the far wall.

direction and sidestep out for a quick burst at the one nearest the bomb. Duck back behind the control panel after your attack and repeat on both targets until they drop.



Zoom on the second terrorist quickly or he'll cut you down where you stand.

When you come out on top, hurry over to the dirty bomb and deactivate it. Now you can comb the rest of the complex for the missing hostage. Intel targets him in the basement, which means a lot more enemies to wade through.



Shut off the dirty bomb and breathe a little easier.

Breaking into the Basement

Your second objective involves rescuing the hostage from his basement prison. The enemies along the way won't be happy to see an infidel in their midst, and you won't be sad to see them leave this mortal life.

Close Encounters



Relieve the terrorist of guard duty with a bullet through the window.

Leave the dirty bomb room and move toward the guard post. When you get in sight distance slow down and zoom from range. One terrorist stands inside the post, and you can sever his motor coordination with a bullet through the window and through the brain.



Target the terrorist patrolling below your walkway.

From the walkway, peer down on the construction area below. You'll make your way through there shortly, but you might as well make things a bit easier. Zoom on the lone guard strolling below and pump him full of shells.



Past the guard post, engage the walkway enemy before hammering the rocket launcher terrorist.

Cut through the guard post and exit through the double doors. On the walkway beyond, two terrorists will pull a maneuver to try and confuse you. The first terrorist screams and charges through the far door. The second terrorist loads up a rocket on his ledge to the right and fires on you.



You would think the rocket launcher enemy would be the most dangerous, but he's not. The charging guard has a straight shot at you, so he must be dealt with immediately. Ice him and then turn your attention to

Peer out the walkway window and clip the guard below.

the second enemy. His first rocket will miss, and while he's fumbling for his weapon, punch an expiration date on his ticket.

Most staircases are clear sailing, but not the one in front of you. A single guard waits for you to stroll down so he can unload on you out in the open. Rather than fall prey to that scenario, inch up to the edge and look straight down

on the guard's head. A well-placed burst should make the stroll downstairs much more pleasant.



Snipe the staircase guard from above.

Construction Area



In the corner with the spotlight, an enemy runs out of the doorway and into your waiting gunfire.

Cross the first big chamber in the construction area. No one watches over this space, which gives you a momentary break.

Around the corner, look for the spotlight ahead and a doorway to the left of the light. A single terrorist will burst out of this door. If you're ready for him, he doesn't have a chance to make it to cover.



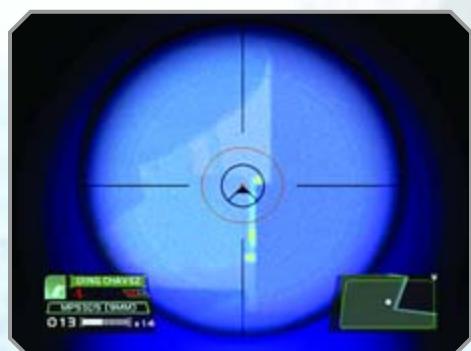
Snipe another lunatic with a rocket launcher.

Meanwhile, a rocket goes off nearby. Another lunatic fires rockets from the ledge up and to your right. Zoom on him and open up his chest cavity with a barrage.

Around the next turn, a third terrorist crouches behind a stack of crates. You don't want to see his hand point over the crate with a loaded weapon aimed at your head. Strafe the crate with a stream of bullets and snag his head with one or two to remove the danger.



Strafe the top of the crates to catch the third terrorist with a headshot.



Thermal vision will reveal the hidden terrorist behind the curtain flap.

Advance to the crates and scan ahead. The opening you need to travel through is covered with a heavy curtain. Approach it and the enemy on the other side lets fly a barrage at full auto. You'll be cut down in a second.



Tip - If you want to see through a stationary curtain, get it moving with a burst of gunfire. The curtain will sway and you'll catch glimpses behind the material.

Charging through won't do. Switch to thermal vision and hone on his heat signature. He's usually on the right side of the door, partially behind the bulldozer on the other side. Enough of him shows that you can blow him into chunks.

Down The Stairs

Exit the construction area through the passage into the back storage rooms. Move slowly as you pass into the shelves and barrels. Two terrorists bunker down in here, and they like to start shooting even before you round the corner.



Follow the passage through the back storage areas to the stairs.



Two men in the storage area fire first and ask questions never.

Wait for each to exhaust a clip, and while you hear the reloading, jump out and return fire. If you can get one, you can use the corner as cover and scope out the second one.



Rip through the guard to reach the descending stairs.

Pause at the door in the back of the storage area. You have an enemy on the other side. Aim into the center of the door, and as you open it, trigger off two bursts to cut down anything on the landing beyond. With luck, your shots will connect with the guard and you won't take any point-blank return fire.

Hostage Room

At the bottom of the stairs reload and prepare for some nifty shooting. The hostage has two terrorists watching over him currently. The problem lies with the position of the terrorists.

They stand directly behind him and will not hesitate to grab him as a human shield or outright assassinate him.

Sidestep out from your corner and line up a shot that passes to the right of the hostage and hits the first terrorist square in the chest. You need to be precise with this shot, but you can't take the time to set it up. It's all instinct and reflexes here, so jump out and take the shot. Then step to your right and do the same to the second terrorist in the back corner.



Secure the hostage and run for cover.

Two successful hits will down the terrorists and leave the hostage's white lab coat untouched by a blood splash. Walk over to the scared hostage and secure him in the center of the room.



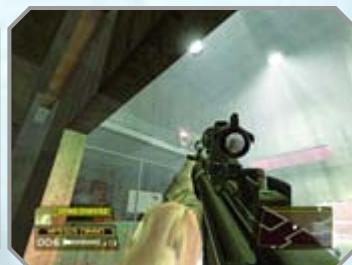
You must make the precise shot to kill the terrorist behind the hostage.

Now you're going to do something completely unorthodox: run away. Despite the hostage sitting there helpless in the middle of the floor, the incoming terrorists want a piece of you more (plus, there was a reason they kept the hostage alive this long).

Bolt back to the original entrance and stand in the shadows by the corner. Next, the shuttered window on the opposite wall opens and a lone guard looks for the sneak attack. Focus on the left side of the window and pummel him with several bursts just to make sure he



The shuttered window on the opposite wall opens for a sneak attack, and you had better be ready.



Engage the two terrorists still up on the balcony.

doesn't return fire.

Slip out a step into the room and snipe the enemy closest to you on the balcony. Wait several seconds to see if anyone else shows up. If one does, treat them as kindly as you did his friends.



Find the terrorist in the room above the doorway.

With your back to the right wall now, step into the control room that circles around to the far end of the room. Through the first or second window, zoom up on the room above the doorway and clip the terrorist sniper inside.



You have five minutes to finish the mission or die trying.



Three terrorists hide in the room beyond the hostage area.

Enter the next area and zoom on the crates to your left. The first terrorist patrols that area, and he probably won't see you coming. At this point, you may need to conserve bullets in your rifle, so line up a headshot and squeeze the trigger when he stops moving.

A second terrorist kneels on the walkway in the back of the room. Unless he

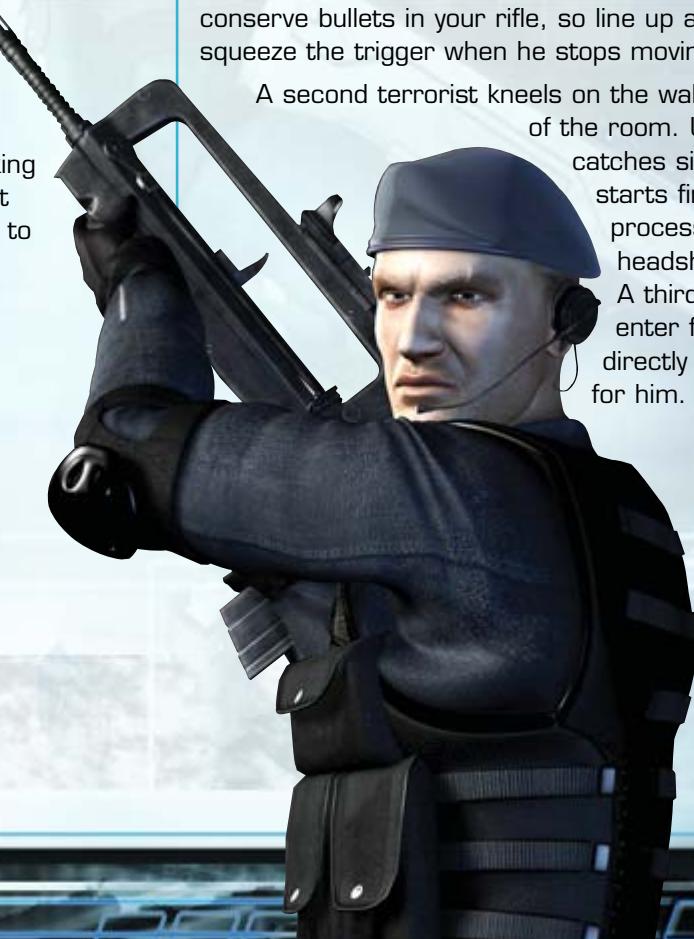
catches sight of you and starts firing, repeat the process of lining up a headshot with him too. A third terrorist will enter from the door directly ahead. Be ready for him.

The Final Countdown

Five minutes isn't much time considering you have a nuclear missile to stop and 400 terrorists standing in your way. Okay, it's not actually 400, but it sure seems like that many as your MP5's ammunition begins to run dry.

Red Light District

No time for small talk with your hostage friend. As soon as the last hostage terrorist falls, the missile launch countdown begins ticking down from five minutes. Even if you know what you're doing, you still have barely enough time to stop the launch.





Two more terrorists threaten you from behind the steel-mesh window.



Continue to the next corridor. Notice the steel-mesh window on the right side. Two terrorists inside the room will blast through the holes as you pass by.

Click on thermal vision for a better view and slowly pan across the window. When you spot a heat signature, trigger off a burst or two. Don't conserve here. The window can deflect bullets, and you can't afford to give them second chances.

Exit into the next tunnel area and follow the spotlight around the corner. When the corridor turns to the right again, shoot the two enemies on patrol before they can screw up your plans.



Catch the crazed stairs guard or he'll lay constant machinegun fire down on your head.

The next area contains stairs and a spotlight. The light is meant to blind you as you climb the stairs and take a bullet from the crazy guard up top. Armed with a machinegun, he will continue to fire until his fingers bleed.

Approach the stairs slowly and aim up at the third flight. You need to catch sight of a piece of your foe and bring him down with a great shot.



Zoom through the doorway to cut down the next enemy.

At the top of the stairs, the next enemy is an easy shot. Zoom through the doorway and wipe him out with a long-range burst.



In the red room, bulletproof glass prevents long-range attacks.

The door on the left leads into the room with the glowing red lights. Shoot the first guard in the corridor inside the door. As you run around the U-shaped room, you'll spot a second guard on the opposite side. He spots you too, but neither of you can shoot the other due to the bulletproof glass. Like an old-fashioned shootout, square off with him on the opposite side. When you reach his corner, leap out and fire a burst before he does the same to you.





Gun down the lone guard the old-fashioned way.

the protective corner or charge at one, take him out, spin and blast the second one. On a dead run, you can still kill them both and lose very little time.



Two more enemies bite it in the weapons warehouse.

In the next area, two more terrorists use cover to slow you down. They hope to pin you down while the clock ticks further toward doom. Depending on your time management, you can slow to attack them from



The launch center holds a dozen terrorists that will do anything to see that missile launch.

Climb the stairs to reach the launch center from a new direction. A rocket will explode nearby, letting you know that the terrorists know you're coming. A dozen bad guys want you to know that the missile is definitely launching.



Remove the closest terrorists before advancing on each cover spot.

When you reach the corner to your left, aim straight ahead on the nearby terrorists. You should see two or three in plain view. If you're having trouble spotting them, switch to night vision for the encounter.

Hit everyone in sight, then hug the left wall and move to your next cover spot—a stack of crates that lets you spray fire at the walkway stairs or shoot behind the missile. Gun down the two terrorists that defend the base of the stairs, and if you can shoot any of the terrorists behind the missile or up on the walkway, go for it.



To reach the stairs, you will have to squash the two terrorist holed up at the base.

Launch Center, Part 2



The two stairs guards will not be surprised by your entrance.

At the next door, shoot as you open. Your first guard stands at the base of the stairs and will fire as you enter. Your only hope of not being annihilated is to hit him as you crack the door open.

His partner climbs down the stairs to help out. Assuming you kill the first terrorist with your initial burst, you can line up a good shot on the second one as he descends.



Watch out for the snipers in the adjacent rooms.

If you have a minute or more remaining, then you want to weave through the terrorists and head up the walkway stairs on the left. From the elevated height, you will have an easier time picking off the moving targets. Plus, you can line up better shots against the two snipers in the windows on the far wall (right of the missile pad).

If you have less than a minute when you begin the launch center battle, you have no choice but to head to the right and cut through the heart of the terrorists. The missile control room lies in the back right corner, and you will have to run for it as fast as you can.



March toward the control room by using the catwalk.



Mow through the last two terrorists standing between you and the missile control panel.

Assuming you have a few extra seconds, wrap around the walkway, blasting at everything that moves. When you come down the other side near the control room entrance, fire at the lone guard standing in front of the double doors.

One final enemy lies inside to the left. You should face toward the control panels as you enter and fire the rest of your clip. You won't get a second shot, and who cares about wasting bullets now.



Even James Bond couldn't stop the missile with better timing.

world is safe once again, if only for a few hours while you catch up on some much-needed shuteye.

The control panel is the big piece of machinery on the left wall. As you shut down the launch sequence, you look out on the pad that holds the deadly missile.

Believe it or not, you've finished the campaign like a champ! The

